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186
AUGUST

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GAME TRADE MAGAZINE

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TEENAGE MUTANT NINJA

TURTLES

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IN THIS ISSUE:

- SLIDE INTO CHAOS WITH *PANDEMIC LEGACY* FROM Z-MAN GAMES!
- TEST YOUR INTESTINAL FORTITUDE WITH GALE FORCE NINE'S *WWE SUPERSTAR SHOWDOWN*!
- GOLARION'S MOST PROMINENT RACES TAKE THE SPOTLIGHT IN PAIZO PUBLISHING'S *PATHFINDER CAMPAIGN SETTING: INNER SEA RACES*!

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COVER STORY

Teenage Mutant Ninja Turtles Dice Masters & HeroClix By WizKids/NECA



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ALL STARS



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FOREword

Martial-Arts Action! Extreme Skateboarding! Pizza! Since crawling forth from the primordial ooze in 1984, Kevin Eastman and Peter Laird's *Teenage Mutant Ninja Turtles* (TMNT) have literally mutated into a worldwide, pop-culture phenomenon. Even today, these high-flying, evil ninja butt-kicking, sewer-dwelling Heroes in a Half-Shell continue to influence contemporary media with a blockbuster cinematic re-boot (with a sequel already in the works), a robust, top-rated animated series airing on Nickelodeon, a vibrant comic book presence via IDW and Mirage Studios, and, now, they've nunchucked their way straight onto the cover of the premiere game and hobby trade publication! (that would be *GTM*, for those in th' know)

That's right! *TMNT* is livin' large and takin' charge of the *HeroClix* and *Dice Masters* arenas, courtesy of WizKids! But, the action-packed antics don't stop there! *GTM* takes you ringside and inside the squared circle of *WWE Superstar Showdown*, Gale Force Nine's pulse-pounding game of super rivalries, super slams, and superstars, while the Man of Steel and the Amazon Princess team-up to take on all comers in WizKid's *DC HeroClix* expansion, *Superman/Wonder Woman!* Plus, boldly go on a *Five-Year Mission* with the crew(s) of the *U.S.S. Enterprise* as Mayfair Games' beams up their latest offering from the *Star Trek* franchise, tackle media moguls in *Data and Destiny*, the fourth Deluxe Expansion for Fantasy Flight's *Android: Netrunner*, hobnob with Golarion's prominent (and infamous) denizens in Paizo's *Pathfinder Campaign Setting: Inner Sea Races*, and Rob Daviau pushes the envelope (and panic button!) for Z-Man Games' *Pandemic Legacy: Toss*

[And, in our "Oops Department", we'd like to extend our most sincere apologies to Eric Steiger for inadvertently not crediting him for the stellar *Gravwell* review in last month's *GTM*. Sorry. Our bad. To make amends, we encourage all of our loyal readers to check out his examination of Golden Egg Games' *Historia*.]

in some insightful overviews of Cheapass Games' *Stuff and Nonsense*, Golden Egg Games' *Historia*, Mayfair Games' *Murano*, Modiphus' *Mutant: Year Zero RPG*, and Z-Man Games' *Traders of Osaka* from our steadfast reviewers and you've got an issue even a teenage mutant ninja turtle wouldn't pass up (even on a double-dare and slathered with anchovies)! Booyakasha, indeed!

PUBLISHER
Alliance Game Distributors

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ART DIRECTOR
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COPYWRITER
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Submissions should be sent to Andrew Smith

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GTM
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WWW.GAMETRADEMAGAZINE.COM

Call for advertising Info: 443.318.8001

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Printed in Canada.

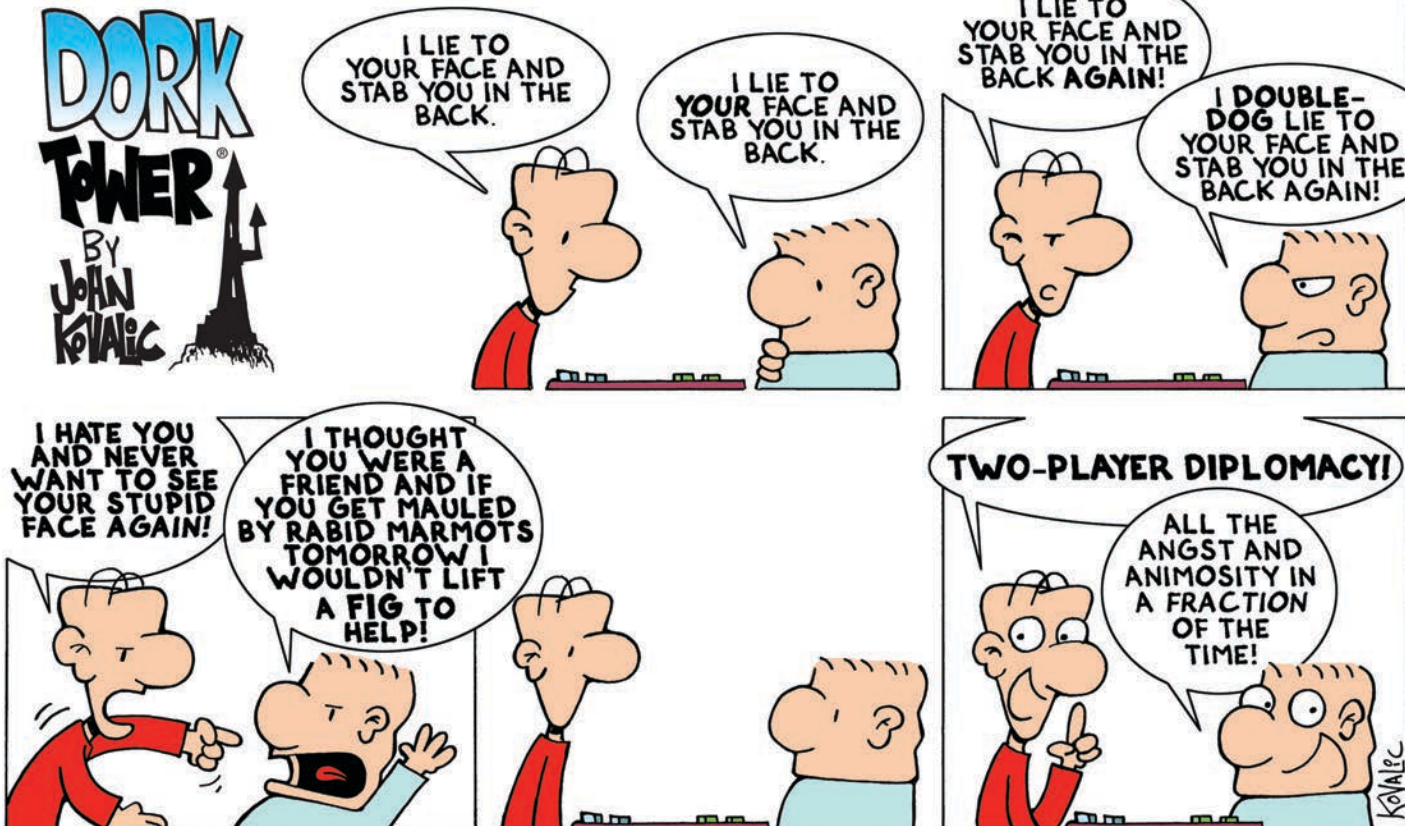


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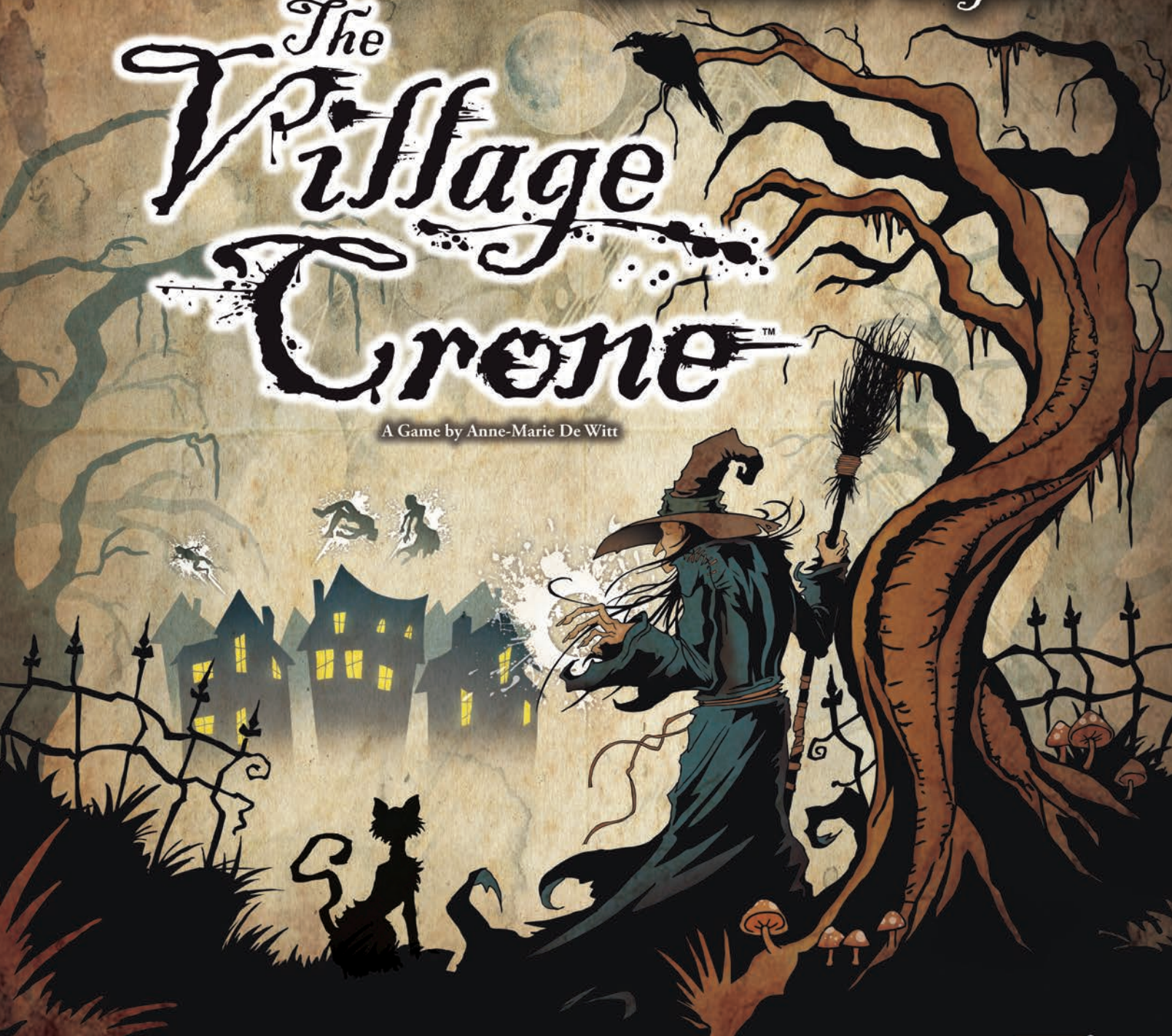
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In June, WizKids announced a partnership with Nickelodeon to bring Nickelodeon's beloved *Teenage Mutant Ninja Turtles* to WizKids' tabletop games. As part of the agreement, new *Teenage Mutant Ninja Turtles HeroClix* and *Dice Masters* games will be arriving in stores later this year, giving gamers twice the *Teenage Mutant Ninja Turtles*-themed gaming and collectability.

So what's in store for gamers when *Teenage Mutant Ninja Turtles HeroClix* hits shelves? The first waves of *Teenage Mutant Ninja Turtles HeroClix* collectible figure releases will have 35 figures distributed through 24-count single-figure foil pack gravity feed displays that will include classic and much-asked-for characters including Leonardo, Michelangelo, Raphael, Donatello, Shredder and more.

The figures themselves will be based on the original comic book designs, which means long-time fans will definitely want to collect the original red-masked versions of the Turtles.

In addition to finding characters coming from the original Mirage run of the comics, fans can expect to find versions of the characters from the 1987 cartoon as well as the current and popular *Teenage Mutant Ninja Turtles* TV series available on Nickelodeon.

"We're extremely excited to be working with Nickelodeon on *Teenage Mutant Ninja Turtles*," said Brian Roll, Senior Art Director, WizKids. "It's been a dream license for us and to finally be able to work on the Turtles is almost surreal. We look forward to going deep into the history of *Teenage Mutant Ninja Turtles* and bringing a vast and varied collection of characters to the table."

As the *Teenage Mutant Ninja Turtles HeroClix* sets will be based on the well-known *HeroClix* rules and Combat Dial technology, players will be able to easily integrate Leonardo, Michelangelo, Raphael, Donatello and other characters with other *HeroClix* sets, thus making for some great cross-universe battles with classic superheroes and villains from other *HeroClix* properties.

In addition to the single-figure booster set, players can look out for a new Starter Set format. The new format will include all the materials needed to play the contents for standard *HeroClix* play, as well as special rules

TEENAGE MUTANT NINJA TURTLES HEROCLIX FAST FORCES

WZK 72059 \$16.99 | Available January 2016!

and gameplay material to support multiple different scenario games for anywhere between 1-5 players. Fans and players alike can also look forward to a *Teenage Mutant Ninja Turtles Fast Forces* pack and *Teenage Mutant Ninja Turtles Dice & Token Pack*. Moreover, there will be an Organized Play kit for *Teenage Mutant Ninja Turtles HeroClix*, so fans and players can keep a look out for these special events at their friendly local game store for a chance to win exclusive prizes!

For *Dice Masters* players, the Turtles will also be making an appearance in their own custom *Teenage Mutant Ninja Turtles Dice Masters* sets designed by Mike Elliott and Eric M Lang. While it's too early to say exactly what specific custom dice will be available, the classic characters from *Teenage Mutant Ninja Turtles* will certainly be part of the product line.

Just like other *Dice Masters* releases, players will be able to play as heroes, villains, or any other unique combination they devise. As with the *Teenage Mutant Ninja Turtles HeroClix* products, the *Teenage Mutant Ninja Turtles Dice Masters* games will be fully integrated into the current *Dice Masters* lineup, meaning your favorite turtles can jump into combat with (or against!) other superheroes from various comic book and movie universes.

The initial release plans include a tin and box set, each containing a fixed set of cards and dice that will give players new and old alike an experience worth reliving over pizza.

Players attending WizKids' World Championships event this June at Origins Game Fair were especially excited for *Teenage Mutant Ninja Turtles* to become a part of the games they already know and love. Many of them are eager to bring *Teenage Mutant Ninja Turtles* characters as part of their next championship team!

Can't wait to get your hands on your very own *Teenage Mutant Ninja Turtles HeroClix* or *Teenage Mutant Ninja Turtles Dice Masters* sets? Then make sure to keep a look out at your local game or hobby store for future information and availability. Also, visit HeroClix.com and DiceMasters.com for the latest product information.

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PANDEMIC LEGACY

DESIGN NOTES 2:

THAT'S GOING TO LEAVE A MARK.

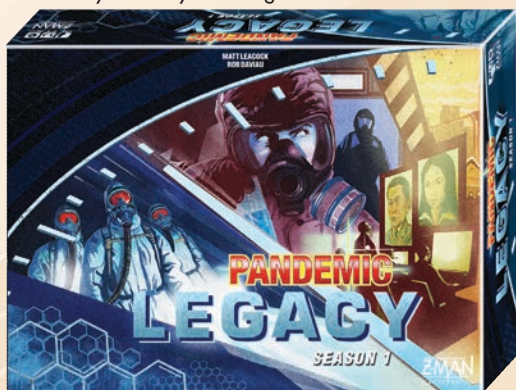
PANDEMIC: LEGACY SEASON - BLUE

ZMG 71170 \$69.99 | Available October 2015!

PANDEMIC: LEGACY SEASON - RED

ZMG 71171 \$69.99 | Available October 2015!

Last time, I wrote about game balance in a cooperative *Legacy* game and some of the psychology involved. This month gets a bit grittier as we talk about panic and scarring. Again, no spoilers; you will learn all this information in the rulebook before you start your first game.



PANIC! AT THE CAIRO

One thing Matt and I wanted to establish in this campaign is a world sliding into chaos. Whereas the main *Pandemic* game is a Euro that does an excellent job evoking a pandemic, we wanted to amplify the narrative and show Earth toppling and progressively lurching into darkness. I had a sinister vision of a game where an observer could ask "Where's South America?" and the players could only respond "It's... gone."

Luckily for all of you, Matt is a bit nicer than I am. A bit.

Each city has a panic level, which starts at 0 and goes to 5. A city's panic level goes up by 1 every time there is an outbreak in that city. As a city panics, it gets harder and harder to deal with it. Games will evolve differently so each of your worlds will have its own trouble spots and safe havens.

Here are the Panic Levels and their effects:



Panic Level 0: Stable

No effect. All cities start stable.

Panic Level 1: Unstable

No effect. Each city can absorb one outbreak without any effect. Consider the first outbreak a fair warning.

Panic Level 2-3: Rioting

Now we're getting somewhere. No direct or charter flights can be used in or out of this city. Any research station in the city is destroyed and cannot be rebuilt. Since this city is now only drivable, it is harder to get to. It adds a

touch of static in to the system. Of course, if you have a lot of rioting cities in a region, then the whole region gets tricky to treat.

Panic Level 4: Collapsing

Now you have to discard one card of the city's color to drive/ferry into this city. So in addition to the penalty for rioting, you now lose a card to go in there.

Panic Level 5: Fallen

Now you discard an additional card of the city's color to enter the city (for total of 2 cards). Really just a higher cost than Collapsing but quite an effort to just get to a city, let alone be effective in it. Not to mention how valuable cards are.

Also: If a character is in a city when it falls, that character is Lost. Which brings us to what bad things can happen to characters.

CHARACTERS: YOU MIGHT BE EATEN BY A GRUE

In *Pandemic* games, your characters charge into the heart of darkness. They treat diseases, put themselves in harm's way, and generally see some stuff that keeps them up at night.

We show that. Each character has two slots on their sheet for Scar stickers. The starting game comes with nine scar stickers. If your character is in the wrong place—for example, if a character is in a city when it outbreaks—they get a scar. Being on the front lines is helpful. But getting out in time is a good idea.

What kinds of scars are there? Here are two examples:

INTIMIDATED: Spend 1 additional action every time you Treat Disease in a city that is rioting.

INSOMNIAC: Reduce your hand limit by 1 card.



Luckily, you get to pick your scar when you get one so you can make sure the Medic isn't intimidated and the Researcher isn't an insomniac.

Of course, those are just the starting scars.

Each character can have two scars, making them a bit of a mess but still functional.

It's that third scar that matters.

LOST: HAVE YOU SEEN OUR SCIENTIST?

Most dramatically, characters can become Lost. What is lost? Gone. Out of the game. Out of all future games. The character is no more. (It's a polite way of saying dead.)

That'll keep you on your toes.

A character is Lost if they are ever in a city that falls while they are there. They also are Lost if they have to gain a third scar. In either case, you know the risks. Going into a city with three cubes when you have two scars? Going into a collapsing city that has three cubes? Hope the city doesn't outbreak.

What happens when your character is Lost? You get a civilian character for the rest of the game. You'll have no powers, just a willingness to help.

It is theoretically possible for the last game of the campaign to be played with all civilians because all the role characters have gone Lost.

If that ever happens, please email me.

...

Rob Daviau has been a professional game designer since 1998 and is president of and CEO of IronWall Games, Inc. He likes writing short articles about games that are about to be released.

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EXPANSION

Android Netrunner: Data and Destiny Expansion

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Of course, this works on your turn if you rez an asset like Launch Campaign (*Data and Destiny*, 27), but it also works on your opponent's turn if you rez an **advertisement** ice like Special Offer (*Data and Destiny*, 16). Altogether, these new identities and the deck types they encourage only further solidify NBN's ability to control the media, channel the flow of information on the net, and shape the way that others view reality.

Control your data. Control your destiny. *Data and Destiny* is the fourth deluxe expansion for *Android: Netrunner The Card Game*, focusing on media giant NBN and three groundbreaking Runners.

Knowledge Is Power

In the world of *Android: Netrunner*, knowledge is more powerful than ever before, and no one has more or better access to the knowledge that humanity has collected and stored on the network than NBN. After all, not only does this massive, information-centric megacorp boast the most pervasive data network ever imagined, it literally controls the infrastructure, media, and messages that define modern society.

Accordingly, in *Data and Destiny*, you'll find a wealth of new media-focused assets, agendas, and resources. You'll be selectively targeted by new advertisements and tagged by new ice as NBN launches the initiatives of three new divisions, each of which rolls out with a new identity card. Naturally, each of these new identities encourages a new style of deck and gains support from other cards in the expansion. For example, the advertising division Spark Agency (*Data and Destiny*, 3) introduces a reliable way for NBN players to eat away at the Runner's available credits. The first time each turn that the Spark Agency rezzes an **advertisement** card, the Runner loses one credit.





The new Runners from left to right:
Adam, Apex, and Sunny Lebeau

New Runners. New Paradigms.

Meanwhile, even as *Data and Destiny* lends new strength to NBN's efforts to shape the world in which we live, it unleashes chaos upon that world in the form of three new Runners. One is a network security officer sent to hack servers with the full blessings of Globalsec. One is a bioroid set free from the Third Directive. One is a mysterious and predatory presence on the net, devouring all that it encounters.

Each of these Runners represents a unique take on the way hackers approach their trade and, more than that, each introduces a new Runner mini-faction. For the first time since the *Android: Netrunner Core Set*, *Data and Destiny* gives us new Runner archetypes to explore. Although these Runners and their mini-factions will not be fully incorporated into the game in the same way as the Shaper, Anarch, and Criminal factions, they still present players with the chance to explore exciting and dynamic new strategies, full of personality and flavorful mechanics. For example, *Data and Destiny* marks the arrival of the game's first legally sanctioned Runner, Sunny Lebeau (*Data and Destiny*, 45), and her arsenal of tools. Employed by security giant Globalsec, Sunny is a specialist hacker contracted to conduct raids against corporate servers as tests of their security protocols. Thus, she's also the first Runner to invade corporate servers with the full blessing of the company against which she's running – most of the time...

Sunny's corporate connections give her a starting link value of "2," allowing her to take immediate advantage of a whole range of cards like GS Striker M1 (*Data and Destiny*, 48) that work best if you have two or more link. Naturally, *Data and Destiny* supplies several such cards, but there's still plenty of room for experimenting with combinations within the existing card pool since Sunny Lebeau, like each of the Runners in *Data and Destiny*, comes with twenty-five influence, allowing her to borrow plenty of tricks and tech from the other Runner factions.



Information Is Everything

Information is everything in the world of *Android: Netrunner*, and *Data and Destiny* takes aim at all the available data with laser focus. From the solar system's best news and advertising agencies to the most mysterious Runners on the net, *Data and Destiny* offers new looks at tools and tricks for every fan of the game's high-stakes cyberstruggles.

Who holds your data? Use the new NBN identities, use the new Runners, or just add the new neutral cards to your decks and spend your influence to borrow the other tricks you wish were yours. *Data and Destiny* is scheduled for release in the third quarter of 2015!

CHANGELINGS

A race of foundlings, isolated from one another and often unaware of their heritage, changelings are the offspring of hags and mortal fathers. Hags are able to produce children with fathers of nearly any race, but as unyielding fonts of supernatural hate, they make miserable parents. Their scant maternal instincts extend only far enough to prompt them to abandon their children on welcoming-looking doorsteps rather than killing them. As a result, most changelings attribute their odd behavior and outsider status to the fact that they are orphans and somehow broken inside, rather than to the seeds of potent magic that lie dormant within them.

A changeling hews close enough to her father's race that she rarely suspects anything is odd about her origins. Even so, most humanoids recognize some unnatural taint in the awkward, sickly children who grow into women of great beauty and grace. By the time a changeling's arcane powers begin to develop, her community has either embraced the foundling as a quirky treasure or shunned her. Her treatment at others' hands plays a large role in whether, when her true mother comes calling, the changeling resists her mother's fell influence or embraces her destiny as a hag.

HISTORY

The origin of hags is unclear, and the existence of several types of hags native to the Material Plane, as well as the extraplanar night hags, makes it even murkier. Night hags do not bear changelings, and yet increased night hag activity in the area often precedes changeling births. This suggests that even though hags native to the Material Plane have little in common with night hags, they might be somehow related. The evil, soul-stealing night hags are common foes of Pharasma's psychopomps, which seek to guide souls to the appropriate destinations after their death.

Some folktales claim that while hags might become night hags after death, the souls of changelings who resist the call to become hags are transformed into shoki psychopomps as a reward for their moral fortitude.

Changelings occupy a position in Inner Sea folklore similar to that of tieflings; folktales give a face to the common fear that one's neighbor might not be what she seems, and that inhuman evil can lurk behind a familiar face. While tieflings are often symbols of their parents' sins in such tales, and represent transgressions brought to light, changelings represent a danger that is more subtle—one that cannot be detected until it is too late. Only a slight pallor and, in most cases, mismatched eyes identify a changeling, who is otherwise blessed with beauty and grace that fit within the standards of the society that raised her. In reality, this deception is usually unintentional on the changeling's part, for most are unaware of their true parentage. In stories, though, young changelings become malevolent puppet masters, aping the innocence of children to pull the strings of those around them.

Fearing such an outcome, a community that learns about a changeling's true nature before she reaches adulthood might drive her away or even kill her.

PHYSIOLOGY

Hags bear only girls. Most changelings have human fathers, and so closely resemble their fathers that a changeling can grow up alongside human siblings with few suspecting the changeling has a different mother. Changelings of elven, dwarven, and even goblin blood blend in just as well with their fathers' races. At puberty, however, real distinctions begin to emerge as the young women become unusually tall and graceful, their fingernails harden into claws, and their eyes begin to be able to pick out distinct forms in the shadows.

Even then, a changeling is nearly indistinguishable from members of her father's race, and she can live, marry, and raise children among them, if she wishes.

Yet changelings are infused with twisted, inhuman magic. Though many learn to control this power and become potent



witches or sorcerers, it allows their mothers to subject them to brutal transformative rituals. The hags torture the changelings' spirits and scourge their flesh until hatred and sorrow kindle those magical embers into a blinding flame. The process transforms a changeling into a new hag as she sheds her old skin, life, and personality to become a creature of primeval cruelty.

SOCIETY

Though seemingly designed to fit in perfectly among the societies into which their hag mothers insert them, changelings possess uncanny awareness and unusual ways of looking at the world. This perspective and unsettling insight can turn them into outcasts whose exclusion is not acknowledged as such. They are rarely overtly shunned, but their families and neighbors usually find them eerie and discomfiting despite their beauty.

For this reason, people tend not to form close bonds with changelings. Most changelings journey toward adulthood with a growing awareness that something is wrong with them, but they are unable to identify what it is or how to fix it. Instead, growing frustration mixed with grief often builds within their hearts. As changelings begin to come into their power, these feelings might harden into resentment of those who subtly reject them but refuse to explain their reasoning. Alternatively, changelings' feelings might turn into a deep insecurity and desperation for approval and love—emotions that their hag mothers gleefully exploit when coming to claim them.

Apart from the vague but persistent sense of not belonging and their talent for magic, changelings reflect the society that raised them. The only constant in changelings' experience is "the call," a psychic cry that beckons a daughter to leave home and venture into the world. Most changelings believe they hear destiny beckoning, but in reality hags initiate the call to lure their children back to them. Those who resist the siren song long enough eventually stop hearing it, and blissfully, might never learn the truth of their origins. Those who follow the honeyed whispers in their head finally meet their mothers and are abducted for the grisly process of transformation into the next step of the hag life cycle. Hags must form a coven to call their children, and the groups often summon three or more daughters at a time. These horrifying family reunions are often the first time each summoned offspring has laid eyes on another changeling.



WHERE ON GOLARION?

Changelings invariably spring up wherever hags flourish, especially in Varisia, the River Kingdoms, and the fey-choked Verduran Forest near Taldor and Andoran. They are also common in the Lands of the Linnorm Kings, where changelings and hags alike work alongside the mysterious norns, and in Irrisen, where they enjoy some celebrity status for their monstrous parentage.

Changelings are most common in the gothic land of Ustalav, where nearly every family tree seems watered with a little inhuman blood. Here, hags roam the hills—and even the cities—without fear, and superstition is so widespread that changelings may learn who and what they are long before they hear "the call." Suspected changelings face heightened scrutiny aimed at swiftly catching those who turn bad, and many hag daughters go to great lengths to conceal their nature so they can avoid such constant, unwanted attention. Most hope to blend in and lead a semblance of a normal life, but some intentionally seek out their mothers and the power the hags offer in order to revisit pain and humiliation on their former abusers.

RELATIONS

Changelings' attitudes toward others mirror those of their parent race, but their outsider status colors them. Most live as objects of both jealousy or ire, desired for their beauty and feared for their magic. They might get along well with members of other common humanoid races, but they usually find the company of their foster families and communities uncomfortable. Whether aware of their heritage or not, many changelings prefer the company of other half-bloods—especially half-elves—with whom they share the burden of rejection tainted with envy. Those women who do learn about their roots often take to the road as wanderers or adventurers, or else withdraw from society to become hermits; some fear society's reaction to their bloodline, while others fear the implications of what that bloodline might mean.

Whether they embrace or reject their maternal heritage, or even remain blissfully ignorant of their origins, all changelings have a strong emotional connection to hags. Powerful arcane magic and fey emotion binds mother to daughter. This connection is the root of the call, and changelings instinctively react passionately to hags, either more loving and accepting than any sentient being should be toward such fickle and cruel abusers, or else displaying a vitriol unmatched in human experience.

FETCHTLINGS

Fetchtlings descend directly from humans trapped on the Plane of Shadow, where over the generations, the energies of that plane reshaped and molded them into forms more suited to their environment. Today, fetchtlings are grim survivalists who can be found across the multiverse, serving as traders, middlemen, scouts, and assassins. Their affinity for shadow magic allows them to manipulate darkness to alter their appearance or conceal their presence.

While many humans are unsettled by fetchtlings' eerie, monochromatic coloration, gaunt frames, and predisposition to skulk in the shadows, the true source of most of the unease is the knowledge that these shades were human once, but were stolen away from the world of light and warped into creatures of darkness. Fetchtlings serve as reminders that horrifying accident or malignant design can twist an entire race into something alien.

HISTORY

Millennia ago, according to fetchtling legend, seers warned an Azlanti governor that an impending disaster would destroy his lands, and he assembled a cadre of prophets, scholars, and spellcasters to find a way to avoid this predicted fate. Yet as the appointed day drew close, the governor and his advisors found themselves without a solution. It was then that one of the seers cried out in surprise, pointing to a hitherto-unnoticed figure standing in the shadows, silently observing. The figure was cloaked in umbral gray, and shadows within its hood hid its face. As the governor demanded to know who the figure was and how it had come unannounced into the council chambers, the light caught a sickle in its hand. The advisors moaned that death was in the chamber with them, but the figure, which referred to itself only as the Widow, made a gesture of negation that stilled their tongues and informed the governor that it could save his subjects.

The governor tried to question the Widow to determine whether this promised salvation would harm his people, but it merely

pointed to a window, where the first plummeting debris of Earthfall traced shimmering trails through the sky, and observed that it was too late to ask the price. Desperate, the governor begged the stranger to save his citizens. It raised its sickle, tearing shadowy rents into the air itself, and bade the governor to send his people through. After the last one leapt blindly through, the gateway closed, leaving the governor alone in his chamber to greet the coming disaster.

Over generations, the Azlanti refugees, now trapped on the Plane of Shadow, lost their regal bearing and took on hues matching their colorless new home. By the time they learned how to leave the plane again, they had transformed into the creatures now known as fetchtlings. They became talented emissaries and traders, brokering information between the Plane of Shadow and the Material Plane.

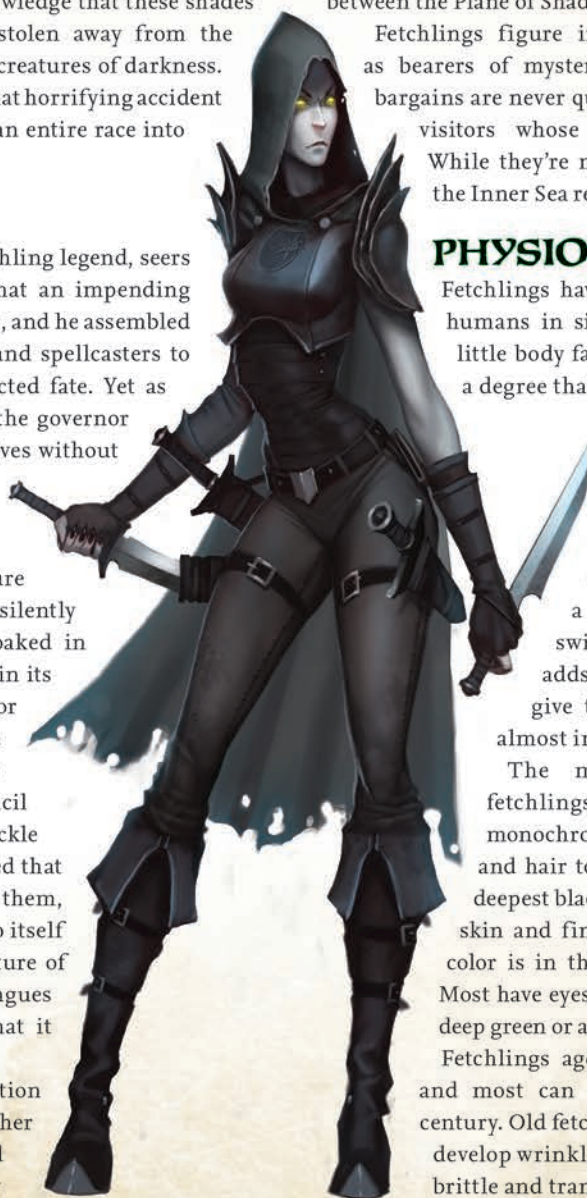
Fetchtlings figure in many Inner Sea folktales as bearers of mysterious tidings, dealers whose bargains are never quite what they seem, and eerie visitors whose presence presages change. While they're not exactly feared or hated in the Inner Sea region, neither are they trusted.

PHYSIOLOGY

Fetchtlings have frames similar to those of humans in size and build, but they form little body fat and are therefore slender to a degree that would be unhealthy for most humans. Many appear gaunt or even skeletal, and their limbs are slightly longer in proportion to the rest of their bodies than those of humans. They move with a languid grace punctuated by swift, darting motions, which adds to their alien mien and can give their movements a scuttling, almost insectile appearance.

The most noticeable aspect of fetchtlings' appearances is their monochromatic coloration. Their skin and hair tones range from pale white to deepest black, although most have grayish skin and fine, dark gray hair. Their only color is in their reflective, pupil-less eyes. Most have eyes of pale yellow, though eyes of deep green or aquamarine are not uncommon.

Fetchtlings age more slowly than humans, and most can expect to live more than a century. Old fetchtlings rarely lose their hair or develop wrinkles; instead, their skin becomes brittle and translucent, like old parchment.



SOCIETY

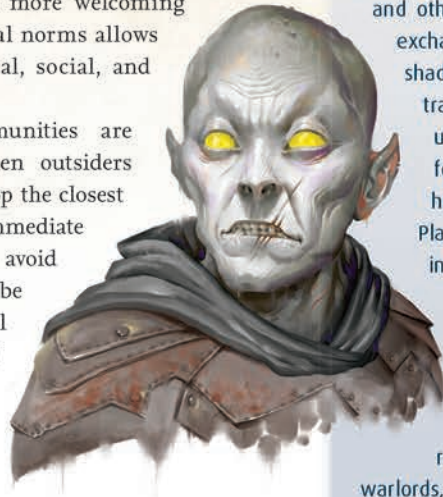
Outside the Plane of Shadow, fetchlings gather together in close-knit communities at the fringes of societies dominated by other races, often congregating in fetchling neighborhoods within human cities. Having long ago abandoned the rigid strictures of Azlanti society, they typically adopt the mannerisms of the society in which they live. In regions where fetchlings are viewed with fear or disdain, this social camouflage helps minimize their outsider status, and in more welcoming communities, adoption of local norms allows fetchlings to cultivate political, social, and economic relationships.

Typically, fetchling communities are insular and close ranks when outsiders intrude. Most fetchlings develop the closest bonds with members of their immediate families. While they prefer to avoid the attention that might be drawn to them with formal celebrations of weddings and births, fetchlings typically pair for life in quiet mutual agreements or small family gatherings. Families who have children understand that their primary duty to their offspring is to instill the tenacity, resourcefulness, and pragmatism that helped this people survive for generations, and all parents invest themselves in caring for and teaching their children. Fetchling communities are usually too small and too concerned with remaining unobtrusive to organize politically. They appoint leaders on an ad hoc basis, usually designating individuals comfortable interacting with non-fetchlings to serve as the face of the community. Fetchlings try their own criminals rather than trust outsiders with such matters, and exile the guilty rather than imprisoning or executing them, though banishment often amounts to a death sentence.

Many fetchlings enjoy wearing bright colors, but only in moderation. A fetchling might wear a single colorful sash, dye half of his hair a striking red or orange, or wear a piece of bright jewelry, but never all at once. To fetchlings, the dim grayness of shadow is not the absence of color, but a counterpoint to color deserving of its own expression.

RELATIONS

The aloof fetchlings prefer concealment and indirectness to forthright interactions, which makes it difficult for them to form permanent bonds with members of other races, who tend to see them as untrustworthy. Fetchlings' need to live in the present and plan for the future gives them little respect for tradition, making them appear disrespectful to members of cultures that prize tradition, such as dwarves.



Where on Golarion?

Although most fetchlings live on the Plane of Shadow, particularly in the umbral metropolis known as Shadow Absalom, they also congregate in small communities scattered throughout Golarion. The largest concentrations of fetchlings are in Absalom and Nidal, but these groups live very different lives.

In Absalom, fetchlings are often respected traders who pay high prices for colorful dyes, bright flowers, and other items unavailable on the Shadow Plane. In exchange, they offer rare silvery metals, vials of liquid shadow, and other rarities acquired via interplanar trade networks weaving between Absalom and its umbral twin. Although they may live in Absalom for decades, few consider Absalom their true home, and most look forward to returning to the Plane of Shadow. Some of Absalom's fetchlings insist on calling themselves *kayal*, a word which means "shadow dweller." They consider the term "fetchling" to be a racial slur propagated by ignorant humans jealous of their ability to thrive in two worlds.

In contrast, the area of the Shadow Plane reflecting Nidal is the territory of nightshade warlords, kyton torture-abbeys, and worse. As a result, although their lives in Nidal are harsh compared to those of their brethren in Absalom, fetchlings in Nidal rarely travel to the Shadow Plane. The Nidalese treat them as an underclass, pushing them to the margins of society, where they congregate for mutual protection from their cruel human neighbors. Because of their frequent oppression and lifelong distance from the plane that shaped them, which they feel is their true home, fetchlings in Nidal often slip into lives of crime and violence.

Elves and fetchlings share a mutual fascination with one another, but that interest is distant on both sides and rarely warms into camaraderie. Fetchlings are intrigued by gnomes, but their monochromatic appearance unsettles gnomes, as it evokes fear of the Bleaching. Most fetchlings find they have the most in common with half-elves and half-orcs, who can understand the sense of being cut off from one's home or caught between worlds.

Although fully aware of their human origins, fetchlings consider themselves to be culturally and physically distinct and react with contempt or hostility when mistaken for humans. For their part, many humans consider fetchlings to be alien and unnerving—a living reminder that one's very nature can be warped by an accidental descent into dark places. Friendships rarely spring up between humans and fetchlings, but they have been known to form between long-time trading partners.

SUPERMAN WONDER WOMAN

DC HEROCLIX: SUPERMAN/WONDER WOMAN EARTH 2: WONDERS OF THE WORLD FAST FORCES

WZK 72078 \$16.99 | Available November 2015!

DC HEROCLIX: SUPERMAN/WONDER WOMAN BOOSTER BRICK (9)

WZK 72074 \$132.90 | Available November 2015!

This fall, DC Comics' power couple takes center stage in the *DC Comics HeroClix: Superman/Wonder Woman* release. This new *HeroClix* set focuses on the long history of both Superman and Wonder Woman — their past, present, and even alternate universe versions — as well as their supporting cast of characters.

It's more than just heroes, too, as you'll be able to work the beat with the famous news jockeys of Metropolis — Lois Lane, Jimmy Olsen and Lana Lang. Each of these classic newshounds offers up a unique version of the "Reporter" shared special power!

With a strong focus on the history of both iconic DC Comics heroes, this *HeroClix* set also has players traveling to Earth-2 to fight with The Wonders of the World, along with leading the Amazons of Themyscira into battle as they fight alongside and against the Gods of Olympus.

Superman fans will get a special treat, as the *DC Comics HeroClix: Superman/Wonder Woman* release also showcases alternate versions of Superman, helping fans round out their collection of the Man of Steel. Along with that, players can jump into the Chase sub-theme, which features characters from the "Red Son" storyline.

In addition to the five-figure booster packs, the *DC Comics HeroClix: Superman/Wonder Woman* set also features Super-Boosters with the first DC Comics in-booster Colossal figures. Players can look forward to collecting all six Colossal figures, including Superman/Batman Robot, Titano and many more.

In conjunction with the release of the *DC Comics HeroClix: Superman/Wonder Woman* set, the following products will be available:

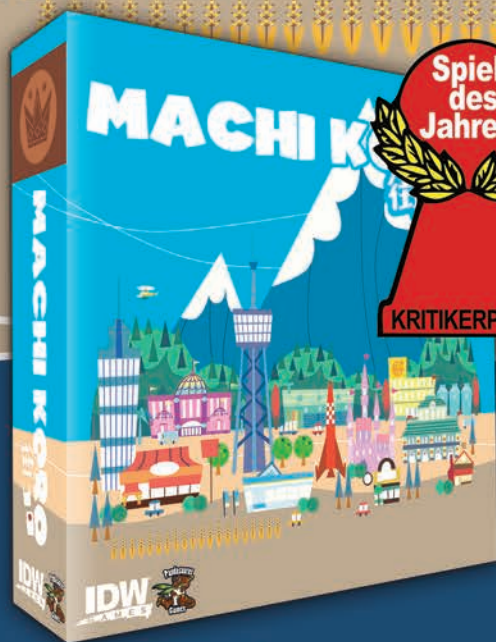
- The *DC Comics HeroClix: Earth-2 Wonders of the World Fast Forces Pack* features exclusive new dial designs for Superman II, Batman II, Green Lantern, Hawkgirl, Red Tornado, Doctor Fate and includes a Helmet of Fate 3D object.
- The *DC Comics HeroClix: Superman Dice and Token Pack* features two custom Superman logo six-sided dice and six Superman themed action tokens.
- The *DC Comics HeroClix: Wonder Woman Dice and Token Pack* features two custom Wonder Woman logo six-sided dice and six Wonder Woman themed action tokens.
- The *DC Comics HeroClix: Superman/Wonder Woman Release Day OP kit* features an exclusive Limited Edition Superman figure and a new double-sided map of Mount Olympus and the Daily Planet.

Look for the *DC Comics HeroClix: Superman/Wonder Woman* set and its associated products at your local game stores this coming November — and be sure to visit the WizKids Event System (www.wizkidseventsystem.com) to look for local game stores in your area that are running *HeroClix* tournaments and events.



MACHI KORO

マチコロ
街コロ



**NOMINATED FOR THE 2015
SPIEL DES JAHRES!**

The Japanese smash hit comes to the U.S.! *Machi Koro*, the city building card game, sees players compete to build the perfect city. Each turn players will roll dice in order to gather resources from the bank or their opponents. The player to build his four powerful landmark cards first is the winner. The game is fast and furious and with more than a dozen different resources, the replayability is endless!

IDW
GAMES
idwgames.com



Art by Noboru Hotta
Game Design by Masao Suganuma
ISBN: 978-1-63140-092-6
UPC: 827714006650 • \$29.99
Machi Koro © 2014 Grounding Inc. All Rights Reserved

Machi Koro: A Card Game From IDW Games
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SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #188

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases.

GTM 188 \$3.99

ALDERAC ENTERTAINMENT GROUP



DOOMTOWN RELOADED: EGG PINE BOX EXPANSION SET- THE LIGHT SHINETH

The second Pine Box expansion for *Doomtown: Reloaded*, *The Light Shineth* introduces 149 cards to the fast-paced, expandable card game of gun slinging, spell slinging, and mud-slinging! Scheduled to ship in October 2015.

AEG 5910 \$24.99

KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

GAMES



ISTANBUL: MOCHA & BAKSHEESH

Welcome to the Bazaar of Istanbul! As the experienced merchant you are, you now enter into the coffee business, and there are four new, additional places at which you can trade the tasty bean. For a baksheesh, the guests at the tavern are willing to assist you. Also, at the guild hall, you will find the valuable help you need. Scheduled to ship in October 2015.

AEG 5840 \$49.99



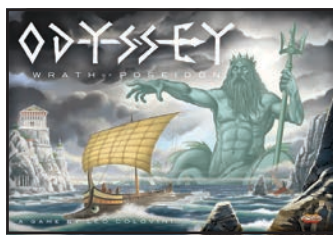
LEGEND OF THE FIVE RINGS CCG: EVIL PORTANTS BOOSTER DISPLAY (36)

The horror of the Dark Prophecy has come to pass. The time of the Empire's fate is at hand! The first of three ancient seals, crafted by the will of the Lady Sun, has been found. Deep within the Shinomen, the vast army of the Spider Clan descends upon its unprepared and outnumbered defenders, and the fate of both the First Seal and Rokugan hangs in the balance.

Who is prepared to preserve their history and who will make the ultimate sacrifice for the future of their Clan in Rokugan? A 165-card expansion for the *Legend of the Five Rings Collectible Card Game*, *Evil Portants* is introduced in 16-card boosters packed in 36-count displays. Scheduled to ship in November 2015. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

AEG 17600-D \$143.64

ARES GAMES



ODYSSEY: WRATH OF POSEIDON

The war is over, and your ships set sail back to your homeland after a long absence. But, to do so, you must beg forgiveness of the wrathful sea god, Poseidon. You need to reach the Sacred Island to make offerings and prayers to the gods... but the irascible Poseidon will use all his powers to hinder your progress and end your quest! As one of up to four players commanding the Greek ships, you must sail through endless storms, blind to all around you, trying to gather clues to your whereabouts to stay on course. As Poseidon, you unleash powerful storms against the sailors, driving them off-course and confounding them, so they're unable to reach the Sacred Island in time. Scheduled to ship in September 2015.

AGS 003 \$39.90

THE ARMY PAINTER



MAGIC SUPERGLUE ACTIVATOR DISPENSER (6) 20ML

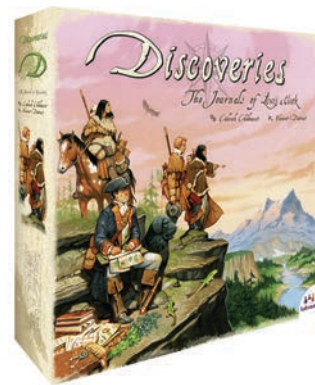
TAP GL2006-D \$35.94



WARPAINTS: QUICKSHADE INK SET II

TAP WP8011 \$22.50

ASMODEE EDITIONS



DISCOVERIES: THE JOURNALS OF LEWIS AND CLARK

Lewis and Clark are joined by John Ordway and Patrick Gass in their expedition to find the Pacific coast. In *Discoveries: The Journals of Lewis and Clark*, players take on the role of the famous explorers as they plot new routes, negotiate with American Indian tribes, and record their adventures in their field journals.

ASM DIS01 \$39.99

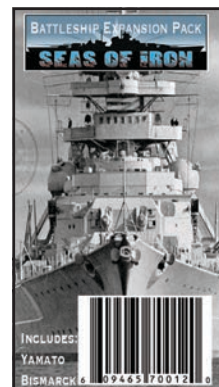


RYU

Ryu, an ancient dragon of legend, has awakened! To appease him, the players must race to construct a statue in his honor. Scheduled to ship in August 2015.

ASM RYU01 \$49.99

BATTLE BUNKER GAMES



SEAS OF IRON: BATTLESHIP EXPANSION

The *Battleship* expansion pack contains two additional iconic ships (German Battleship Bismarck and Japanese Battleship Yamato) for use with the *Seas of Iron* naval combat game. Scheduled to ship in September 2015.

IMP BBG1102 \$4.99

Splendor



WWW.ASMODEE.COM



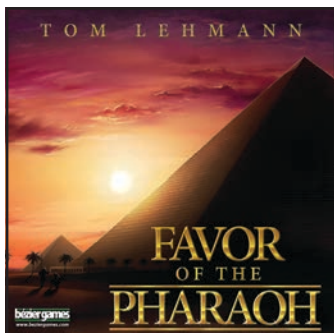
BEZIER GAMES



CASTLES OF MAD KING LUDWIG: SECRETS EXPANSION

Secrets lurk in the shadows of the King's castle. Dozens of hidden Swans are scattered among thirty new rooms of every shape and size. Surrounding and protecting your castle are new Barbicans and Moats, making every room inside the castle even more valuable. The King has come up with more Favors, including one for creating courtyards. Finally, clever Secret Passages enhance connections and muffle sound from Activity rooms. Scheduled to ship in October 2015.

PSI BEZCASS \$29.95



FAVOR OF THE PHAROAH

In *Favor of the Pharaoh*, players roll dice to advance in Egyptian society, each turn gaining a new contact and more influence. These contacts give players more dice to roll or special powers to adjust those dice. The game culminates in a tense final roll-off as players vie for the Pharaoh's favor. This re-imagining of Tom Lehmann's *To Court the King* boasts over 50 different characters, each of whom has a unique ability. Scheduled to ship in October 2015.

PSI BEZFOT \$59.95

CATALYST GAME LABS



SHADOWRUN CROSSFIRE DBG: CHARACTER EXPANSION PACK 2

Scheduled to ship in October 2015.

PSI CAT27704 \$24.99

SHADOWRUN CROSSFIRE DBG: MISSION EXPANSION PACK 2 - CORP RAID

Scheduled to ship in October 2015.

PSI CAT27702 \$24.99

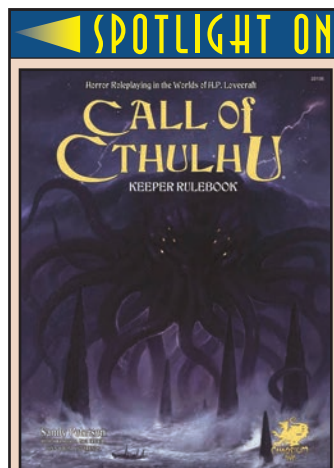


SHADOWRUN RPG: UNDERSHADOWS PAPERBACK

Darker Ruins, Darker Secrets! Vaquita has had a rough go of it. She was doing all right, building a career as a London-based rigger, when something went wrong inside her head. Suddenly, the mental space she used to have all to herself is shared by a foreign personality! Now she's got skills she didn't have before, and the perfect testing ground for her new abilities - the hulking, abandoned Angel Towers Arcology. With settlers, gangs, vicious critters, and certain areas people only talk about in whispers, Angel Towers has enough danger and hidden caches of tech to keep a dozen teams of shadowrunners busy, and with a small new team, Vaquita is ready to rebuild her rep. Scheduled to ship in October 2015.

PSI CAT26857 \$12.95

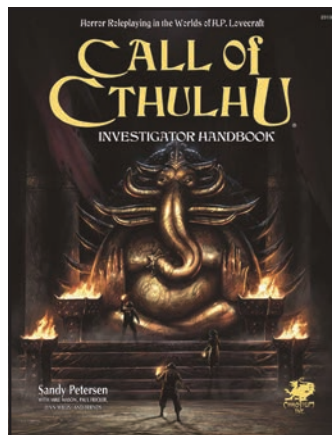
CHAOSIUM



CALL OF CTHULHU RPG 7TH EDITION

Call of Cthulhu is a roleplaying game of secrets, mysteries, and horror based upon the worlds of H. P. Lovecraft. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. This 7th Edition of the *Keeper's Rulebook* contains the core rules, background, guidance, spells, and monsters of *Call of Cthulhu*, and is backwards-compatible with all other available *Call of Cthulhu* titles. Scheduled to ship in October 2015.

CHA 23135 \$54.95



CALL OF CTHULHU: 7TH EDITION INVESTIGATOR HANDBOOK

Will you stand against the horrors of the night? Whether learned professor, nosy journalist, or hard-hitting detective, investigators need all the help they can get. The *Investigator Handbook* is an essential player's aid for the *Call of Cthulhu* 7th Edition roleplaying game, packed with expanded rules for creating characters, a wealth of over 100 occupations and skill descriptions, and guidance on getting the most from the game. What's more, there's a range of organizations for your investigator to belong to, detailed information about the classic 1920s setting, equipment and weapons for both the 1920s and modern day, and expert tips and advice for all budding investigators. Scheduled to ship in October 2015.

CHA 23136 \$44.95



CALL OF CTHULHU: KEEPER SCREEN PACK

An essential play aid for those running games of *Call of Cthulhu*, this four-panel Keeper Screen collects and summarizes important rules, statistics, and charts to assist the Keeper when running games. Also included are two scenarios set in Lovecraft Country during the 1920s ("Blackwater Creek" and "Missed Dues"), plus twelve ready to play, pre-generated investigators and full-color maps of Lovecraft Country, the World of Cthulhu, and Arkham Environs. Scheduled to ship in October 2015.

CHA 23137 \$29.95

CHARM CITY GAMES



RUNECAST

Weary warrior, the Gods have sent you back to fight again. You blink away the memories of glorious Valhalla and prepare to take up arms, ready to charge into battle once more in defense of Midgard. You are forever doomed to be continuously ripped away from the glory of Asgard, no matter how many battles won, a servant to the whims of the Gods. This is your destiny. This is *RuneCast*. In the cooperative board game *RuneCast*, you become a Viking warrior, attempting to defeat Loki and his evil machinations in order to postpone Ragnarok for a little while longer. Can you defend Midgard? Scheduled to ship in September 2015.

IMP CTE201 \$49.99

CHEAPASS GAMES



LORD OF THE FRIES SUPER DELUXE EDITION

Part of Cheapass Games' *Fast Food Restaurant of the Damned* line and the follow-up to *Give Me the Brain*, the mechanic in *Lord of the Fries* is simple: combine the ingredients in your hand to build combo meals, with dishes like the "Cowabunga", the "Meat Munch", and, of course, the "Lord of the Fries". This SuperDeluxe edition of *Lord of the Fries* contains the original restaurant menu (55-cards), plus a completely new Coffee Shop menu with all-new art and ingredients (also 55 cards). Each deck can support up to six players, with a third menu using ingredients from both decks which supports up to eight players. Scheduled to ship in September 2015.

PSI CAG222 \$25.00

SHADOWRUN CROSSFIRE

"I know I sound like I'm talking about a roleplaying game, and it's not. But it lends itself well to telling a good story." -Zee Garcia, The Dice Tower

SHADOWRUN: CROSSFIRE is a deck-building game in one of the most popular game settings of all time. Crossing cyberpunk with fantasy and plunging players into a world dominated by ruthless megacorporations, **Crossfire** gives players the chance to dive into the world's shadows to see if they can survive. They'll have weapons, spells, contacts, and gear to help them out, and they're going to need those resources. If they play their cards right, though, they'll do more than survive—they'll become legends.

CROSSFIRE INCLUDES:

- 80 Obstacle cards
- 60 Black Market cards
- 50 Crossfire cards
- 10 Runner cards
- 100 Upgrade stickers
- 4 Role cards
- Rules booklet
- Sixth World info booklet
- 50 Nuyen tokens
- 20 Damage markers
- 3 Mission sheets
- 12 Health markers
- And more!



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LORD OF THE FRIES: RESTAURANT EXPANSIONS

Each stand-alone expansion for *Lord of the Fries* features a deck containing all new art and ingredients, with a new menu for 3 to 6 players, and instructions for combining the deck with the core game for up to eight players. Scheduled to ship in September 2015.

GHICCIARONI'S ITALIAN PSI CAG225.....	\$10.00
LAS CABEZAS MEXICAN PSI CAG223.....	\$10.00
LONG WOK ON SHORT PIER CHINESE PSI CAG224.....	\$10.00
MCPUBIHAN'S IRISH PUB PSI CAG226.....	\$10.00



PAIRS: GODDESSES OF CUISINE

This *Pairs* deck features amazing, all-ages, pin-up art from Echo Chernik's *Goddesses of Cuisine* series, and contains rules for a variant game. Scheduled to ship in September 2015.

PSI CAG228.....	\$10.00
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PAIRS: LORD OF THE FRIES DECK

This new *Pairs* deck features art from *Lord of the Fries* and its many expansions. The cards in the deck are simply the numbers 1 through 10, with glorious Zombie fast food art by Brian Snoddy. Scheduled to ship in September 2015.

PSI CAG227.....	\$10.00
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COOLMINIORNOT



BLOOD RAGE:

5TH PLAYER EXPANSION

This *5th Player Expansion* contains additional components to add an additional Viking into the chaos of *Blood Rage*. Scheduled to ship in October 2015.

COL BLR002.....	\$29.99
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QUEEN'S NECKLACE

In *Queen's Necklace*, a fast-paced, card driven game of jewel trading and intrigue, players compete to craft and sell the most exquisite jewels to the Queen and her court. The jeweler who earns the most prestige will earn the coveted title of King's Jeweler and a place at hit court. Scheduled to ship in September 2015.

COL QN001.....	\$29.99
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CORVUS BELLI

INFINITY

Scheduled to ship in June 2015.

CROC MEN (SNIPER)

CVB 280279.....	\$11.58
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DRAKIOS & SCYLLA, STEEL PHALANX'S NCO

CVB 280845.....	\$34.97
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HEPHAESTUS SCENERY PACK

CVB 285056.....	\$11.58
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INTRUDER, CORREGIDOR ASSAULT COMMANDO (HMG)

CVB 280573.....	\$11.58
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NAFFATN

CVB 280474.....	\$37.23
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OPERATION: ICESTORM BATTLE PACK

The *Operation: Icestorm Battle Pack* contains 14 miniatures belonging to two different armies, an introductory ruleset, cardboard scenery, and dice - everything two players need to start collecting *Infinity* or just to complete your collection.

CVB 280006-NEW.....	\$101.64
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UMBRA LEGATES (BOARDING SHOTGUN)

CVB 280670.....	\$13.50
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CORVUS BELLI INFINITY



ARMY



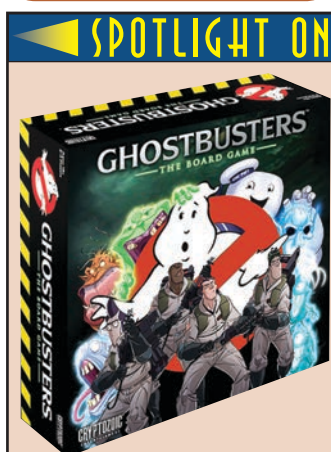
PACK



“ EACH DAY MAY BE THE LAST IN THIS BATTALION.

THE STAKES ARE HIGH WHEN YOU DEDICATE YOURSELF TO THE ADVANCED ESCORT, BUT WE MAVERICKS LIKE TO GUN IT AND RAISE THEM EVEN HIGHER.

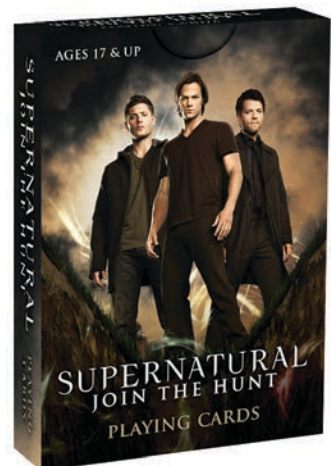
”
FIRST SERGEANT (ISG) LAURA RUSSELL, 9 TH MOTORIZED RECONNAISSANCE BATTALION.



GHOSTBUSTERS: THE BOARD GAME

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CUBICLE 7



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The *Doctor Who* Adventure Anthology contains new adventures for the *Doctor Who: Adventures in Time and Space* Roleplaying Game, taking the Doctor and his companions to strange new worlds and into conflict with even stranger alien foes. Scheduled to ship in October 2015.

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KURO RPG: TENSEI

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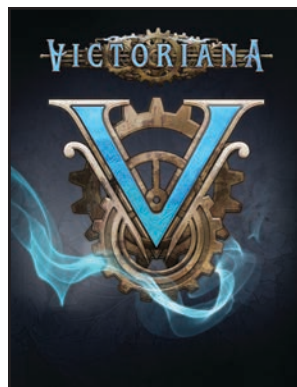
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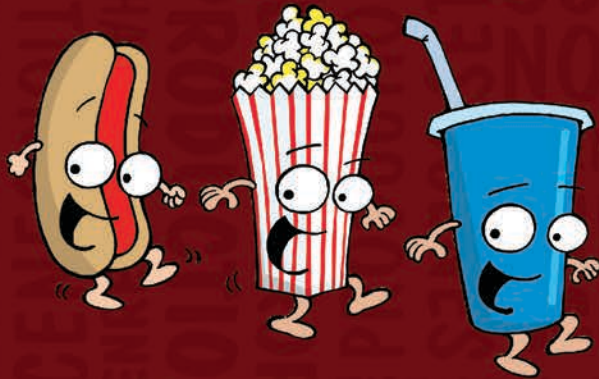
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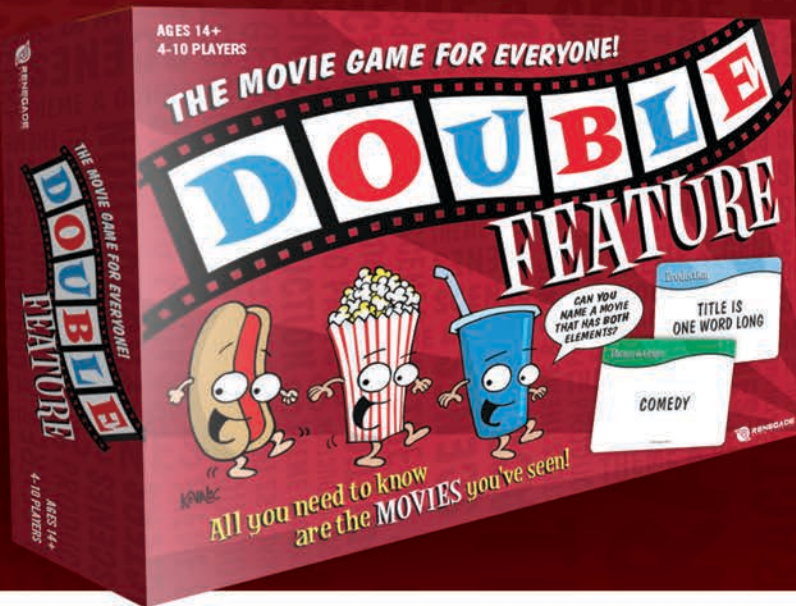
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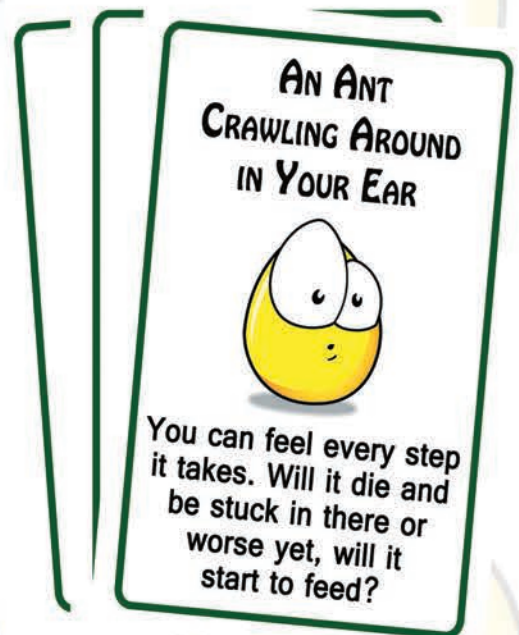
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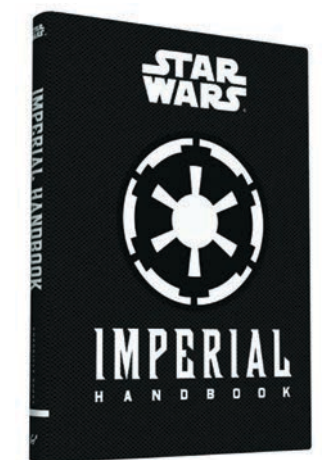
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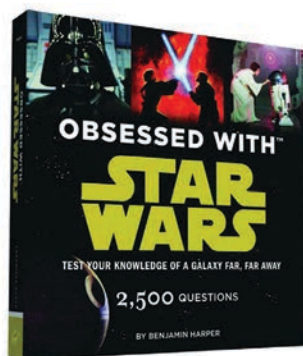
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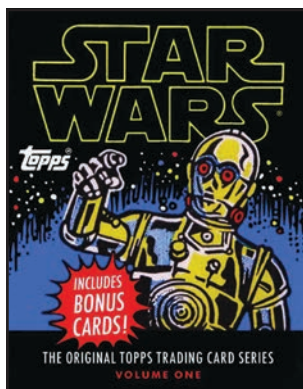
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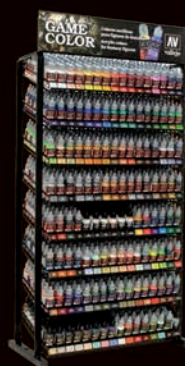
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FFG BT09\$39.95

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Command the Undead with the *Terrors of the Mists* Army Pack expansion for *BattleLore: Second Edition*. *Terrors of the Mists* introduces a new faction to this game of brutal fantastical combat duels, with five Undead units taking up arms against the living. Diabolical Necromancers command legions of Bone Horrors and Reanimates, while charging Barghests and a shrieking Banshee terrorize your foes. *Terrors of the Mists* contains everything necessary to deploy your Undead army, including graveyard terrain tiles, two army cards, and a complete Lore Deck full of horrifying tactical surprises. Scheduled to ship in September 2015.

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CALL OF CTULHU LCG: THE MARK OF MADNESS DELUXE EXPANSION

The tenth deluxe expansion for *Call of Cthulhu: The Card Game*, *The Mark of Madness* features roughly two-thirds of its 165 new cards (three copies each of 55 different cards) dedicated to the Hastur faction. As Hastur's secret cult expands its powers, you'll find a maddening array of new characters, support cards, conspiracies, and events that lend new strength to the game's Terror struggles and its mechanics for insanity. The game's other factions are touched by madness, too, as they each gain powerful new characters that enter play insane and reshape the game when restored. Scheduled to ship in September 2015.

FFG CT66..... \$29.95



THE LORD OF THE RINGS LCG: THE BATTLE OF CARN DUM ADVENTURE PACK

An ancient evil threatens the North, and the time has come to strike! With its sixty new cards, *The Battle of Carn Dum*, the fifth and penultimate Adventure Pack in the *Angmar Awakened* Cycle for *The Lord of the Rings: The Card Game*, introduces a challenging, combat-intensive scenario that takes your heroes into the heart of Angmar where you'll need to fight your way through hordes of Orcs and endure foul Sorcery in order to stop a ritual and prevent an ancient evil from returning to the world. Scheduled to ship in September 2015.

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STAR WARS RPG: DECKS

The *Star Wars* universe is rife with dangers! Chances are that during your adventures in the *Age of Rebellion*, *Edge of the Empire*, and *Force and Destiny* roleplaying games you or your ship will receive a serious blow. The *Critical Injuries* and *Critical Hit Decks* make managing, healing, and fixing the damage easier by ensuring that the rules for critical injuries and vehicle critical hits remain right at your fingertips. Each card details the effects and severity of a single injury or vehicle hit while full-color art immerses players more fully in the *Star Wars* universe. Scheduled to ship in July 2015.

CRITICAL HIT
FFG USWR05.....PI
CRITICAL INJURY
FFG USWR04.....PI

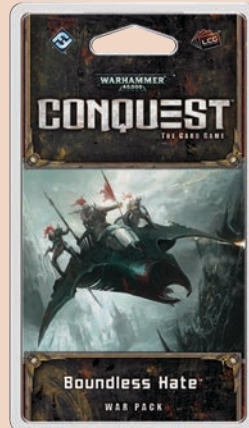


STAR WARS RPG: EDGE OF THE EMPIRE SPECIALIZATION DECKS

Easily reference the dirty tricks, dastardly skills, and good fortune abilities of Smuggler characters with four new *Smuggler Specialization Decks* for *Star Wars: Edge of the Empire*. These decks allow players and Game Masters to quickly reference the details of every talent in the Charmer, Gambler, and Gunslinger specializations from the *Fly Casual* supplement, and describes two abilities that allow Smugglers to escape from sticky situations and take control of their own destinies. With the twenty cards found in each of these decks, you can quickly use your talents to beat the odds and keep the action going. Scheduled to ship in July 2015.

CHARMER
FFG USWE53.....PI
GAMBLER
FFG USWE51.....PI
GUNSlinger
FFG USWE52.....PI
SMUGGLER SIGNATURE ABILITIES
FFG USWE54.....PI

SPOTLIGHT ON



WARHAMMER 40K CONQUEST LCG: BOUNDLESS HATE WAR PACK

The legions of Chaos pour forth in *Boundless Hate*, the second War Pack in the *Planefall Cycle* for *Warhammer 40,000: Conquest*. *Boundless Hate* introduces powerful new abilities that add new meaning to each planet's type symbols, encouraging you to battle more ferociously for planets that align with your goals. Meanwhile, a new Chaos warlord fights for the glory of Khorne, a Dark Eldar archon captures slaves from key planets, and all the game's factions swell with deadly new armies and powerful events. Scheduled to ship in September 2015.

FFG WHK10..... \$14.95

FASA GAMES

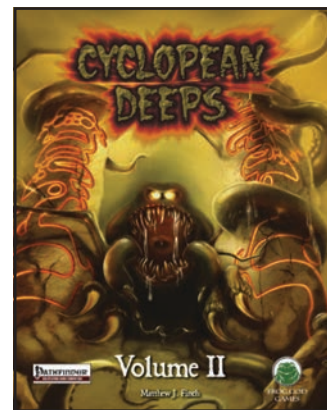


EARTHDOWN 4TH EDITION: PLAYER'S GUIDE

Before science, before history, there was an Age of Legend! For years humanity huddled in underground kaers, as the astral beings known as the Horrors ravaged the land in an orgy of terror and destruction. Now the long, dark age of the Scourge has passed, and brave adventurers emerge to reclaim their world. Elf, ork, f'skrang, human, and other wondrous races explore a world that teems with strange creatures and unseen dangers; a world of lost cities, and ancient, long-forgotten treasures and indescribable wonders; a world where the very earth and sky vibrate with powerful arcane energies. The *Player's Guide* provides you with the rules for playing characters from First to Eighth Circle, with all the talents, spells, and other tools needed to forge your own legends in the *Earthdawn Roleplaying Game*! Scheduled to ship in August 2015.

S2P FAS14101..... \$44.99

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This series of *Pathfinder*-compatible adventures by ENnie-award-winning author Matt Finch continues and completes the *Cyclopean Deeps* mini-campaign set in the deep and deadly Under Realms below Rappan Athuk.

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PATHFINDER RPG: THE LOST LANDS - CULTS OF THE SUNDERED KINGDOMS

The Sundered Kingdoms have had shifting borders for centuries in a near endless series of invasions, civil wars, and petty conquests. But could the truth behind this ceaseless strife lie in the thirteen evil cults that secretly hold sway over the region? *The Lost Lands: Cults of the Sundered Kingdoms* looks at this war-torn area with a gazetteer that fully details each of the lands and explores the mysteries of each of its cults. Further, the mini-campaign includes a six-part Adventure Path featuring three classic *Third Edition* modules: *Morricks Mansion*, *Aberations*, and *Crystal Skull*, fully updated to the *Pathfinder Roleplaying Game* and *Swords & Wizardry*, and adapted to *The Lost Lands* setting. Scheduled to ship in July 2015.

PZO FGGPF1007..... \$54.99

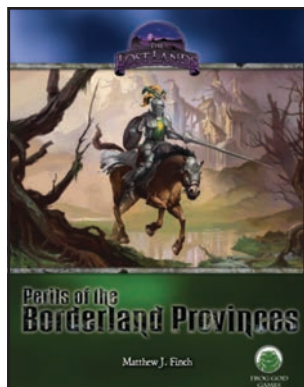
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Perils of the Borderland Provinces describes the lands that make up the western portion of the Sinner Coast Region, including the areas where adventurers may find the great dungeon of Rappan Athuk. Scheduled to ship in July 2015.
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The City-State of Castorhage crouches like a great breathing beast where the oily sludge of the Great Lyme River trickles into the dark waters of the Crescent Sea. The Blight, as Castorhage is known to outsiders, is an urban center of equal parts corruption, depravity, and hopelessness stacked in great tumble of faceless humanity all stamped with the thin veneer of civilization. Few know or dare to name the horrors that stalk the fog-shrouded streets of the Blight at night, and fewer still care to acknowledge the mundane, everyday horrors of reanimated laborers, diseased masses, and rampant crime that mark its soot-streaked daytime streets. *Alice in Wonderland* meets *Frankenstein* in Richard Pett's twisted opus of gritty urban adventure. Scheduled to ship in July 2015.
PZO FGGPF1010..... \$99.99



PATHFINDER RPG: THE LOST LANDS - THE NORTHLANDS SAGA COMPLETE

Where gray waves crash upon frozen shores dwell a different kind of men: stronger, harder, braver, these are the Northlanders and these are their tales. Begun with the first *Northlands Saga* adventure back in 2010, *The Northlands Saga Complete* takes the original four adventures and expands them into a full 11-module adventure path. In addition, the book includes a complete campaign guide of the kingdoms, peoples, gods, and creatures of the Northlands. Scheduled to ship in July 2015.
PZO FGGPF1008..... \$99.99

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Disciples of the Machine God! Behold - the Cult Mechanicus approach! Behold - the grim procession of augmented horrors and soulless automata, they bring not salvation, no message of peace; they are not interested in conversion to their creed. Their purpose is death, recorded and measured for later assimilation. Marching implacably from world to world, scorching the skies with the colossal energies they harness, the Tech-Priests of the Cult Mechanicus hum their machine-code prayers in bursts of eerie static as they drain the very bioelectricity itself from all who stand in their way. A sinister display of absolute, unshakeable faith wielding the most advanced technology in the Imperium - dare you oppose the will of the Omnissiah? This *Warhammer 40K Codex* features details, backstory, and history of the Cult Mechanicus - their formation, motivations, and purpose.
GAW 59-03-60..... \$33.00



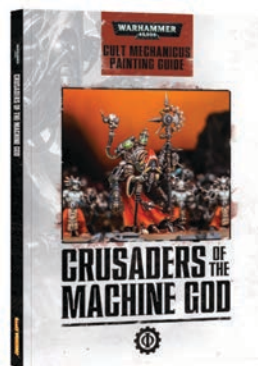
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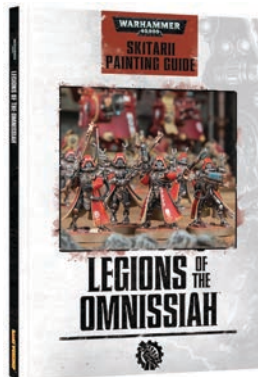
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The Emperor's Sword! Bolters roar and chainswords scream as the battlefield welcomes the physical definition of the Imperium's might - the Adeptus Astartes. Drop Pods smash down from orbit, unleashing squads of Space Marines, their vox-amplified war cries panicking and scattering foes. Gunships roar through the scorched skies, air-to-surface missiles slamming down zenith angles to annihilate entire battalions of enemies. Huge, imposing armored tanks rumble ever forward, crushing the unwary and firing shot after wrathful shot into the massed hordes of heretic and alien alike. Devastators line up to launch immensely powerful batteries of heavy weapons fire in support of their brethren. When the smoke clears, the Space Marines stand victorious, and as long as one of their number draws breath the Imperium will never fall. This massive tome tells the epic story of the Space Marines, their innumerable conflicts and the revered Codex Astartes that guides them, and features a comprehensive army list that allows you to turn your Space Marines collection into a formidable force ready to deploy in games of *Warhammer 40,000*.
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Boundless Hate

WAR PACK



WWW.FANTASYFLIGHTGAMES.COM

Boundless Hate War Pack | WHK10 | \$14.95



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SPACE MARINE DARK ANGELS BATTLEFORCE

GAW 44-98 \$100.00



SPACE MARINE DARK ANGELS UPGRADES

GAW 44-80 \$13.50



SPACE MARINE DATACARDS (ENGLISH)

GAW 48-02-60 \$12.50



SPACE MARINE DEVASTATOR SQUAD

GAW 48-15-NEW \$46.00



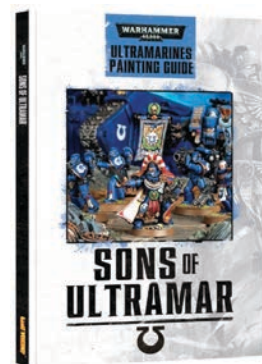
SPACE MARINE LIBRARIAN IN TERMINATOR ARMOUR

GAW 48-72 \$31.00



SPACE MARINES BATTLEFORCE

GAW 48-98 \$100.00



SPACE MARINE SONS OF ULTRAMAR PAINTING GUIDE

GAW 48-03-60 \$20.00



SPACE MARINE TACTICAL SQUAD

GAW 48-07-NEW \$40.00



SPACE MARINE ULTRAMARINES UPGRADES

GAW 48-80 \$13.50



SPACE WOLVES UPGRADES

GAW 53-80 \$13.50

WARHAMMER: VISIONS

Scheduled to ship in June 2015.

ISSUE 17 JUNE 2015

GAW WV-17-60 \$12.00

ISSUE 18 JULY 2015

GAW WV-18-60 \$12.00

WHITE DWARF WEEKLY

Scheduled to ship in August 2015.

ISSUE 79 GAW WDW079-60 \$4.00

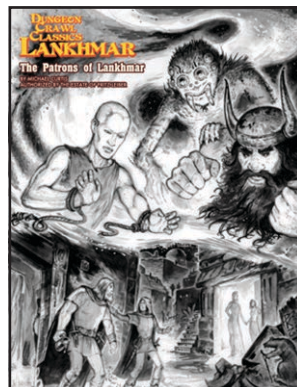
ISSUE 80 GAW WDW080-60 \$4.00

ISSUE 81 GAW WDW081-60 \$4.00

ISSUE 82 GAW WDW082-60 \$4.00

ISSUE 83 GAW WDW083-60 \$4.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS: LANKMAR - PATRONS OF LANKMAR

Tread in the footsteps of the legendary Fafhrd and the Gray Mouser! From beneath the Outer Ocean, out of the depths of the Great Salt Marsh, and from the odd fanes of the Street of the Gods, they come: the Patrons of Lankmar! With the information contained in *Patrons of Lankmar*, the second release in the *Dungeon Crawl Classics* line of Lankmar supplements, a judge can introduce such formidable beings as the Sea King, Mog the Spider God, Sheelba of the Eyeless Face, and even Death himself into any *Dungeon Crawl Classic* campaign setting. Scheduled to ship in September 2015.

IMP GMG5204 \$9.99



FIFTH EDITION FANTASY: #5 INTO THE DRAGON'S MAW

Your stalwart band treks through the trackless jungle seeking the Dragon's Maw Waterfall. At the base of the falls, behind a massive curtain of water, is rumored to be the cavern lair of a great wyrm. The local Xulmec tribesmen say the great dragon has not been seen in nearly 100 years, so perhaps its hoard lies unguarded and ready for plunder. But what role do the heroes play in a blind shaman's prophecy foretold a century ago? *Into the Dragon's Maw* is a Level 12 adventure module fully compatible with the *Fifth Edition* of the world's first fantasy RPG. Scheduled to ship in September 2015.

IMP GMG5555 \$9.99

GREATER THAN GAMES



COMPOUNDED:

GEIGER EXPANSION

The first full expansion for *Compounded*, the *Geiger Expansion* gives experienced scientists even more to consider in the lab with the introduction of radioactive elements and compounds. As productivity in the lab increases, so does the chance for radioactivity levels to rise. Scheduled to ship in July 2015.

GTG CMPDCGX \$19.95

DECK BUILDING:

100 PAGE SCORE PAD

Scheduled to ship in July 2015.

GTG DECKSRPD \$9.95



DECK BUILDING: THE DECK BUILDING GAME

If You Build It, They Will Come! Get your lumber and your tools - it's time to build the deck you've always wanted! You and your neighbor are competing to make the best deck possible given the materials at hand, and only one of you can win! Scheduled to ship in July 2015.

GTG RABTDECK \$9.95



UNPUB: THE UNPUBLISHED CARD GAME

Unpub: The Unpublished Card Game is a party game where players use listed themes, mechanics, and components to craft a game idea. The best game pitch gets a publishing contract! Scheduled to ship in July 2015.

GTG RABTUPUB \$9.95

LONE WOLF

ADVENTURE GAME

PREPARE FOR THE GREATEST ADVENTURE OF YOUR LIFE!

If you're reading this article, it's a fair bet you're already a gamer and are well aware that tabletop gaming (whether boardgames, wargames or roleplaying games) is the best hobby in the world. But, as gamers we're always confronted with the question of how to introduce new players to the hobby we know and love. *The Lone Wolf Adventure Game* is the answer. With it Cubicle 7 want to introduce a whole new generation to roleplaying games.

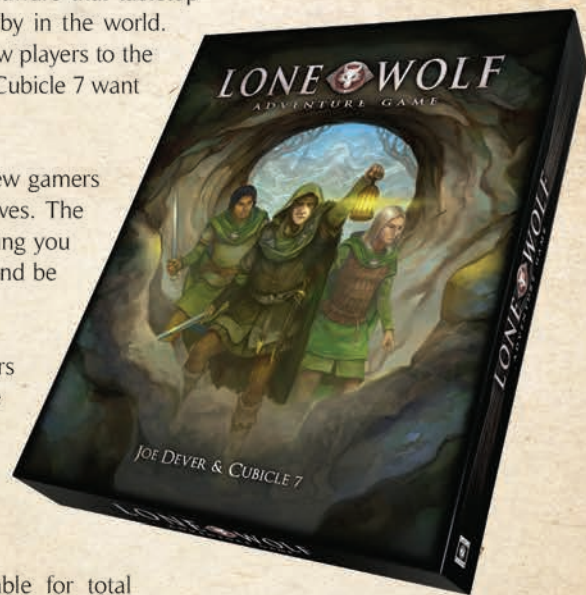
The Lone Wolf Adventure Game is a game that you can not only use to teach new gamers how to roleplay, but that you can hand to them and have them teach themselves. The game is playable right out of the box – that doesn't just mean it includes everything you need to play (which it does), but that a new group can sit down, open the box and be playing right away.

Perhaps most importantly – and this bit is handy not just for brand-new Narrators but also for more experienced Narrators teaching the game to new players – the introductory adventure teaches the rules through play too, introducing the basic resolution mechanic, giving the players opportunities to try out their powers and some simple combats to start with. The whole thing is structured to be both engaging, instructional and – most importantly – fun!

The Lone Wolf Adventure Game is an introductory roleplaying game, suitable for total beginners; but that is not to say that it is *only* for beginners. Cubicle 7 wanted it to be a complete game in its own right, not some cut-down, simplified version; they wanted it to appeal just as much to the battle-hardened veteran as to the fresh-faced novice. This is where the Initiate-level and Master-level games come in. The Initiate-level game is the game at its most accessible, the core system stripped down to just the basics of play. As players gain in confidence and experience, the Narrator can start to add in more complex rules from the Master-level game. Each of these rules is optional and modular, so the Narrator can pick and choose what to add and when. This way, a group can tailor the game to their own unique learning curve. And, for experienced players who just want to play in the world of Magnamund, they can play the full Master-level game right from the offset, using all of the options right away.

Joe Dever's Lone Wolf gamebooks introduced a generation to fantasy gaming. With *The Lone Wolf Adventure Game*, Cubicle 7 are going to introduce a whole new generation to the wonders of roleplaying games. With the high production values you'd expect from Cubicle 7, at a beginner-friendly price point, epic quests, thrilling combat and a world of dangerous adventure lie ahead!

The Lone Wolf Adventure Game comes in an 8.5"x11" box, includes three full-colour, softcover books, tokens, character sheets and a wealth of handouts. All for the retail price of \$29.99.



CB72210
\$29.99



www.cubicle7.co.uk



GREENBRIER GAMES



DRAGON TIDES

Among the most powerful and fast-rising syndicates in the world, the Tiger Organization has begun to strengthen its grip, infiltrating and acquiring mass political and financial power. In the background, they have been rumored to be the cause of the recent disappearance of martial arts masters and the tragedies of their families. Brandon Lee, an aspiring detective uncovers information that leads him to the tail of this powerful Tiger. With the help of his father, Bruce Lee, and the team of Viktoria and Luke (who also have ties to the organization), they make it their mission to bring down the organization in *Dragon Tides*, a minatures game that plays like all your favorite Martial Arts action movies in one! Scheduled to ship in October 2015.

PSI GBGDT01 \$59.95

HASBRO

MAGIC THE GATHERING:
ARENA OF THE
PLANESWALKERS BOARD GAME

Be the last Planeswalker standing in this first-ever *Magic the Gathering* board game featuring epic spellcasting and tactical, movement-based combat. As one of five Planeswalkers (Gideon, Jace, Liliana, Chandra, or Nissa), players summon armies and cast game-changing spells to outmaneuver your foes, complete arena objectives, and position themselves to launch their final strike!

MLB B2606 PL

HAWK WARGAMES

DROPZONE
COMMANDER

PHR ARES BATTLE WALKERS

HWG DZC24006 \$16.00



PHR IMMORTALS

HWG DZC24016 \$14.00



PHR JUNO A1'S

HWG DZC24014 \$15.50



PHR JUNO A2'S

HWG DZC24015 \$15.50

PHR MARCUS BARROS,
GRAND VIZIER

HWG DZC24025 \$41.00



PHR MENCHIT BATTLE WALKERS

HWG DZC24008 \$16.00



PHR PHOBOS BATTLE WALKERS

HWG DZC24007 \$16.00



RESISTANCE GUN WAGON

HWG DZC25010 \$18.50



RESISTANCE HANNIBAL MBT

HWG DZC25013 \$18.50



RESISTANCE JACKSON APC

HWG DZC25017 \$17.00



RESISTANCE RESISTANCE FIGHTERS

HWG DZC25020 \$20.00



SCOURGE EDEN'S DINOSAUR

HWG DZC22022 \$31.00



SCOURGE HUNTER MGT'S

HWG DZC22007 \$15.50



SCOURGE INVADERS

HWG DZC22013 \$15.50

SCOURGE MARAUDER
MEDIUM DROPSHIP

HWG DZC22002 \$15.50



SCOURGE REAPER AA-GT'S

HWG DZC22008 \$16.00



SCOURGE WARRIORS

HWG DZC22014 \$19.00



SHALTARI BRAVES

HWG DZC23013 \$14.00



SHALTARI EDEN MEDIUM GATE

HWG DZC23002 \$16.00



SHALTARI HAVEN TERRAGES

HWG DZC23012 \$16.00



SHALTARI KIKRI AA GT'S

HWG DZC23007 \$17.00



SHALTARI TOMAHAWK MGT'S

HWG DZC23006 \$16.00



**SHALTARI WARCHIEF ISIS,
THE CLAIRVOYANT**
HWG DZC23021 \$21.50



UCM BEAR APC'S
HWG DZC21012 \$16.00



UCM CONDOR MEDIUM DROPSHIP
HWG DZC21002 \$17.00



UCM LEGIONNAIRES
HWG DZC21015 \$19.00



**UCM LIEUTENANT-GENERAL
LUCIANA M. CATO**
HWG DZC21023 \$41.00



UCM RAPIER AAT'S
HWG DZC21009 \$17.00



UCM SABRE MBT'S
HWG DZC21008 \$17.00

IDW GAMES



GODFATHER: AN OFFER YOU CAN'T REFUSE

Hunt for those who would take sides against the family! In *Godfather: An Offer You Can't Refuse*, a mafia-style, deductive party game based on the iconic film trilogy by Francis Ford Coppola, players portray either members of the Corleone crime family, or undercover cops trying to end their reign. Played out over several rounds, the tension of the game comes in trying to figure out who's on which side, and never knowing when you might receive an offer you can't refuse! Scheduled to ship in October 2015.

IDW 00871 \$24.99



LITTLE CIRCUSES: THE BIGGEST LITTLE SPECTACLE IN THE WORLD

Ladies and gentlemen, boys and girls, children of all ages - step right up, the *Little Circuses* are open for business! Build your Big Top with attractions that'll wow the crowd! Recruit sword swallows, dare devils, and mesmerizing mystics in an effort to turn your little road show into a fixture of fun! Scheduled to ship in October 2015.

IDW 00785 \$50.00

IELLO



ME WANT COOKIES

First Come, First Served! You are a little monster with a BIG appetite for desserts! During each course of the meal only one monster can eat a dessert and only the right dessert. Spot it before the others devour it! Scheduled to ship in August 2015.

IEL 00045 \$24.99

ON THE GO!



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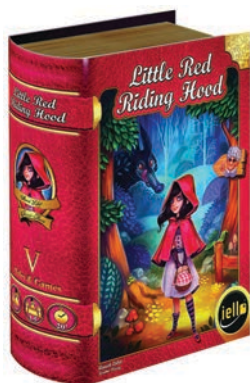
39



DUNGEON FIGHTER: ROCK AND ROLL

This expansion for *Dungeon Fighter* contains a mixture of new game materials. But, above all, it gives players access to the secrets of earth magic, the toughest elemental art. Careless heroes can now make everything around them bite the dust to make their situation even more interesting. Scheduled to ship in August 2015.

IEL 51244..... \$29.99



TALES AND GAMES: LITTLE RED RIDING HOOD

The fifth entry in the "Tales & Games" series, players in *Little Red Riding Hood* cooperate to try to reach Grandma's house before the wily wolf can spot them. Scheduled to ship in August 2015.

IEL 51267..... \$29.99

INDIE BOARDS & CARD



COUP: REBELLION G54

It's the same *Coup* you love, now with 25 different roles to play! Scheduled to ship in October 2015.

PSI IBC54..... \$29.99



ONE NIGHT REVOLUTION

One Night Revolution is a superfast game of secret identities that combines all the deductive and chaotically fun elements of the *One Night Ultimate Werewolf* series with more structured game play. Scheduled to ship in October 2015.

PSI IBCONR..... \$24.99

IRON WIND METALS

CLASSIC BATTLETECH MINIATURES

Scheduled to ship in September 2015.

CATAPHRAXT CTF-OX - XTRO SUCCESSION WARS 1

IWM 20-5120..... \$14.75

LU WEI BING LN-4B (TRO 3145)

IWM 20-5121..... \$15.95

QUASIMODO QSM-3D (TRO 3145)

IWM 20-5124..... \$12.95

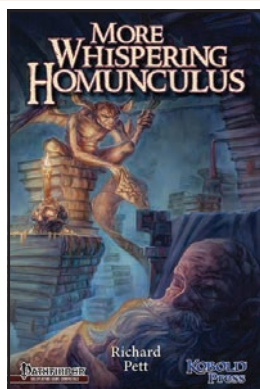
TENSHI TN-10-O (TRO 3145)

IWM 20-5122..... \$16.95

WENDIGO PRIME (TRO 3145)

IWM 20-5123..... \$12.75

KOBOLD PRESS



MORE WHISPERING HOMUNCULUS

The macabre tables and dastardly mind of the *Whispering Homunculus* return! This popular collection of twisted tropes, grotesque gatherings, and darkly humorous wit from *Pathfinder Adventure Path* designer Richard Pett takes fantasy for a spin around the lab and then around the bend, with new tricks for GMs to play, new oddball characters, and new treasures that... aren't all that valuable, but that will have players hooting and laughing! Scheduled to ship in July 2015.

PZO KOBVWH2..... \$19.99



PATHFINDER RPG: HALLS OF THE MOUNTAIN KING

The dwarves of the Rygar canton were a hardworking group, mining ever deeper and pursuing ore into dangerous territory. This dungeon goes from a snowy mountaintop spire down through the great halls and works of a vanished clan, and into the depths of the earth. Rumors of a massive gold strike lured miners and speculators into the mountain, but as winter came, the old mines grew deadly, the passes became snowed in, and airships failed to arrive with supplies. New monsters, a sinister brotherhood, and secrets locked away for centuries all boil to the surface in this series of challenging and original encounters. *Halls of the Mountain King* is a *Pathfinder*-compatible adventure for 8th to 12th Level characters.

PZO KOBHOMK..... \$24.99

LAMP LIGHT GAMES



NAUTILUS INDUSTRIES

Nemo is gone, but his machines have opened a whole new world to us! The floors of Neptune's seas lay open to us, ready to surrender their bounties. Equip and upgrade your mining machines, then guide them to the rich mineral seams beneath the ocean. Control the supply of resources to bend the market to your will and become the master of *Nautilus Industries*! Scheduled to ship in September 2015.

IMP LPL1003..... \$55.00

LEGION SUPPLIES



TIN: ICONIC BIOHAZARD

LGN TIN657..... PI



TIN: ICONIC LIFE

LGN TIN662..... PI



TIN: ICONIC FIRE

LGN TIN661..... PI



TIN: ICONIC SKULL

LGN TIN660..... PI



TIN: ICONIC SUN
LGN TIN658.....PI



TIN: ICONIC TRIFORCE
LGN TIN663.....PI



TIN: ICONIC WATER
LGN TIN659.....PI

MANTIC ENTERTAINMENT

DREADBALL XTREME

Scheduled to ship in July 2015.



DREADBALL XTREME: PLAYERS MANUAL

Featuring expansion rules that allow players to incorporate their existing DreadBall miniatures in games of DreadBall Xtreme and vice-versa, the Player's Handbook also introduces a new way to build your DreadBall teams by choosing a "sponsor" and using pre-determined credits (points costs). Scheduled to ship in July 2015.
MGE MGDBX07 \$24.99



GIANT CHOVAR PSCHOZOAN
MGE MGDBM128 \$19.99



GIANT IRON ANCESTOR
MGE MGDBM129 \$19.99



GIANT KRASTOVAR
MGE MGDBM130 \$19.99



GIANT SAAN-GAR
MGE MGDBM131 \$19.99



OBSTACLES & ACCESSORIES SET
This set contains 30 resin/plastic terrain pieces for use with DreadBall Xtreme.
MGE MGDBX03 \$24.99

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SPONSOR SET
MGE MGDBX08 \$29.99



XPANSION SET
This Xpansion Set for DreadBall Xtreme comes complete with an expansion rulebook, 14 Card Tiles (for building customized pitch layouts), and four Resin-Plastic Giants.
MGE MGDBX06 \$64.99



DUNGEON SAGA: DWARF KING'S QUEST
Over a thousand years ago, Valandor, the greatest known hero, fell in battle fighting to protect the lives of those around him. From shore to shore, all owe thanks to his wondrous legacy. Now, sacred sites across the land have been defiled by the disgraced wizard Mortibris, who, along with his vile undead minions, will stop at nothing to obtain the secrets of Valandor's power! Only the bravest heroes dare oppose him. Thrown together from the far corners of the realm, they step boldly into the depths, ready to face whatever foul evil awaits them! When the fate of the world hangs in the balance, which part will you play in the epic *Dungeon Saga*? Scheduled to ship in August 2015.
MGE MGDS01 \$79.99



ABYSSAL DWARF GREATER OBSIDIAN GOLEM
MGE MGK101 \$39.99

ABYSSAL DWARF IRON CASTER
MGE MGKWK102 \$9.99



ABYSSAL DWARF MEGA FORCE SET
MGE MGKWK105 \$174.99



ABYSSAL DWARF STARTER FORCE SET
MGE MGKWK100 \$84.99



ELF MAGE QUEEN
MGE MGKWE102 \$9.99



ELF MEGA FORCE SET
MGE MGKWE105 \$174.99



ELF STARTER FORCE SET
MGE MGKWE100 \$84.99



FOREST SHAMBLER TROOP SET
MGE MGKWE101 \$24.99

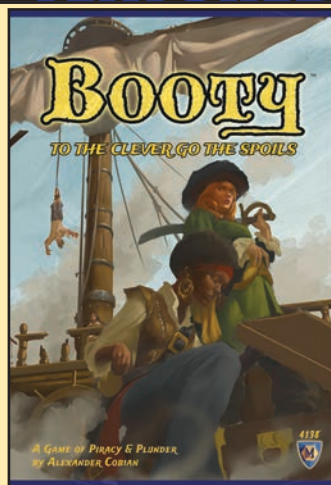
MARGARET WEIS PRODUCTIONS

DRAGON BRIGADE RPG: CORE RULES

Based on the novel series by Margaret Weis and Robert Krammes, the *Dragon Brigade Roleplaying Game* is set in the world of Aeronne, a world of magic and gunpowder, demons and saints, where continents float on the Breath of God and ships sail on a sea of air. Here, wyverns are harnessed to carriages, soldiers fly dragons into battle, and the royal courts are rife with intrigue as queens and kings vie for power and servants spy on their masters. Some secrets are deadly, however, as the people of Aeronne learn to their sorrow when a strange and terrible force rises from the darkness Below, bringing death and the destruction of the magic on which their world relies. Scheduled to ship in October 2015.
PSI MWP1039 \$24.99

MAYFAIR GAMES

FEATURED ITEM



BOOTY!

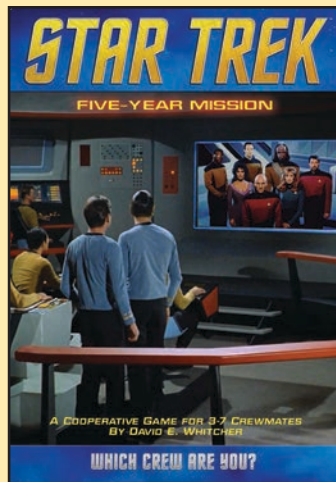
To the clever go the spoils in *Booty!* There be treasures of all types to be had...but, it's slim pickings, and the hard part isn't capturing the ship's cache, but divvying it up (fairly) among the crew! In *Booty!*, players take turns splitting each round's bounty into shares. Different types of treasures have different values, and, of course, there's the hidden gems to keep the scallywags guessing. Will you be the Quartermaster who grants everyone their fair share - while doling out the most coveted trinkets for yourself? Scheduled to ship in August 2015.
MFG 4138 \$35.00

FEATURED ITEM



STAR TREK: FIVE-YEAR MISSION

Warp Speed - or Bust! You are about to begin your 5-year mission aboard the *USS Enterprise*. But which class of starship? You can crew the classic *Enterprise NCC-1701* or the next generation *NCC 1701-D*. ALERT! You and your fellow crewmates must cooperate to resolve dangerous situations that threaten to destroy your ship - and failure is not an option! Each crewmate has a unique ability which can aid the team in solving alerts. Use your skills wisely to give your crew the best chance at success. Make it so! Scheduled to ship in August 2015.



MFG 4139 \$35.00

POKÉMON
TRADING CARD GAME



Unearth the Ancient Secrets!

ANCIENT ORIGINS

BOOSTERS ♦ THEME DECKS ♦ BLISTERED BOOSTERS



The Pokémon Company
INTERNATIONAL

Gotta catch 'em all!



Pokemon.com/TCG

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MIRROR BOX GAMES

OFFERED AGAIN

SPOTLIGHT ON



O/A CHAOSMOS

The Universe is on the Brink of Collapse! You are a lone agent, the last hope of your race, vying for control of The Ovoid, the greatest and most important object in the history of all civilizations across the Universal Biota. Whoever holds The Ovoid when the old universe dies will become master of the new one. Find it! Get it! Protect it! The fate of the universe is in your hands! In *Chaosmos*, a richly thematic and multilayered hidden-information strategy game, players traverse the galaxy, building up the cards in their hand and using them to find and protect The Ovoid. Will you seek out weapons to crush your opponents and take The Ovoid by force? Or will you search for sneaky gadgets to gain it through trickery? Decide quickly - the Chaos Clock is ticking and time is running out! MIR MOX1001 \$69.99

MODIPHIUS



FATE RPG: MINDJAMMER HEARTS AND MINDS

It is the Second Age of Space - the transhuman adventure is just beginning! The world of Olkennedy is on the brink of civil war. Deadly factions with nefarious agendas conspire for power in a society reeling from culture shock, and your characters are the only thing holding back a bloody conflict which will tear the planet apart! A setting sourcebook for the *Mindjammer RPG*, *Hearts and Minds* introduces a whole rediscovered world, complete with maps, biosphere, civilization, and society, as well as a thrilling multi-session scenario of conflict, investigation, and intrigue against the backdrop of developing civil war. Scheduled to ship in September 2015. IMP MUH042202 \$22.99



MUTANT: YEAR ZERO RPG - GM SCREEN

This sturdy Gamemaster Screen features beautiful, full-color artwork, complete with all of the tables and charts needed to create the Zone, build the Ark, and fight deadly battles in the world of *Mutant: Year Zero*. Scheduled to ship in September 2015. IMP MUH050081 \$29.99



MUTANT: YEAR ZERO RPG - LAIR OF THE SAURIANS

By an islet in the dark waters of the Zone rests a huge, rusted metal tube, rumored to hold rich treasures of the Ancients' days. But are its reptilian inhabitants friends or foes? The first official supplement to the *Mutant: Year Zero RPG*, *Zone Compendium 1: Lair of the Saurians* is packed with thrilling scenario locations and useful tools for the game. Scheduled to ship in September 2015. IMP MUH050080 \$18.99



THUNDERBIRDS

Set in the year 2065, *Thunderbirds* follows the exploits of International Rescue: a secret organization committed to saving human life, secretly founded and funded by the millionaire Tracy family, with the motto: "Never give in, at any cost!". Celebrating the 50th Anniversary of the cult TV show, players in the co-operative board game, *Thunderbirds*, take on the role of members of International Rescue, completing missions as they seek to thwart their arch nemesis, The Hood, who is threatening to trigger terrible disasters around the world in an effort to learn their secrets! *Thunderbirds: The Co-operative Board Game* features the iconic Thunderbirds machines and a high-octane world full of disasters for players to come to the rescue! Scheduled to ship in September 2015. IMP MUH050042 \$69.99

MUTHA OITH CREATIONS

SAVAGE WORLDS RPG: LOW LIFE MINIATURES

Scheduled to ship in May 2015.



GLUNKLE SNELL

S2P MOC40012B \$9.95



GREESHKA SNELL

S2P MOC40012A \$9.95

NORTH STAR GAMES



EVOLUTION: FLIGHT

This expansion for *Evolution* introduces avian species into the ecosystem. Now your species can swoop in on unsuspecting prey from high above, fly away from predators, or soar to a new location when food is scarce. Scheduled to ship in August 2015. NSG 510 \$29.99

OFFWORLD DESIGNS



GROGGNARD ALE T-SHIRT

Scheduled to ship in June 2015.

(M) OWD 7037-M PI
(L) OWD 7037-L PI
(XL) OWD 7037-XL PI
(XXL) OWD 7037-XXL PI



PATHFINDER SOCIETY SERPENT T-SHIRT

Scheduled to ship in June 2015.

(M) OWD 29014-M PI
(L) OWD 29014-L PI
(XL) OWD 29014-XL PI
(XXL) OWD 29014-XXL PI



LOVED HIM T-SHIRT

This parody shirt crosses R2D2, Daleks, and *Star Trek*. If you're a fan of *Doctor Who*, *Star Wars*, *Star Trek*, and you have a sense of humor, this is the shirt you need. Scheduled to ship in June 2015.

(M) OWD 12032-M PI
(L) OWD 12032-L PI
(XL) OWD 12032-XL PI
(XXL) OWD 12032-XXL PI



POTIONS T-SHIRT

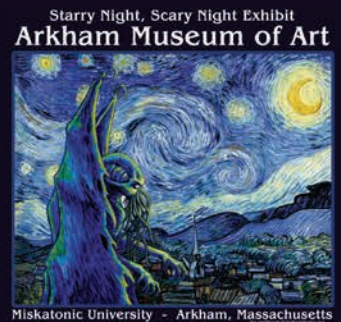
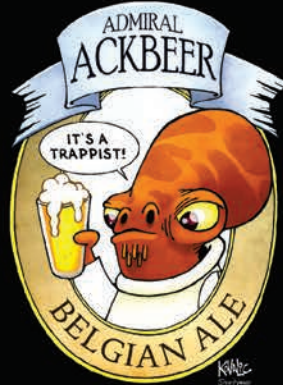
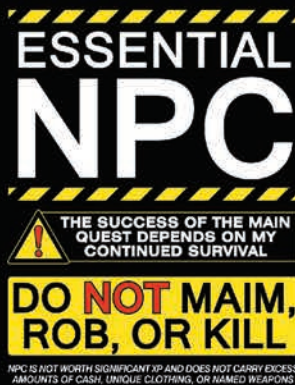
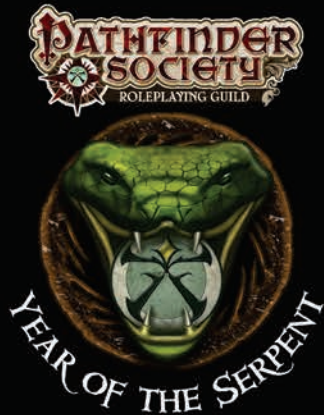
Scheduled to ship in June 2015.

(M) OWD 16033-M PI
(L) OWD 16033-L PI
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(XXL) OWD 16033-XXL PI



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The Element



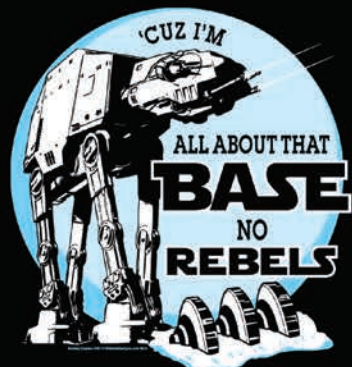
of Surprise



TO THE HAND YOU TALK,
BECAUSE LISTENING
I AM NOT.



"It's called 'splash damage,'
you crybabies. Suck it up,
or go whine to the cleric."



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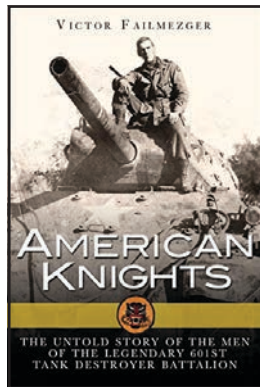
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AMERICAN KNIGHTS: 601ST

As the war swung in the favor of the Allies, it became clear that no final defeat of the Third Reich would be possible until the armored monsters of the Panzerwaffe were defeated. But who would, or even could, take on the mighty Tigers and Panthers, just a handful of whom could stop entire formations in their tracks? The answer lay with the formation of a new type of unit, the Tank Destroyer Battalion. This is the story of the men and machines who made up the very first Tank Destroyer Battalion, the 601st, from their unique training and formation, to the final, desperate battles in the heart of Nazi Germany. Scheduled to ship in September 2015.

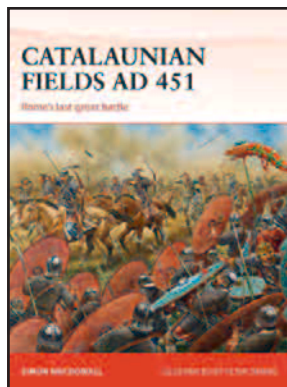
OSP GM353 \$25.95



BLACK OPS

In *Black Ops*, a skirmish wargame of tactical espionage combat set in an ultra-modern world just a hair removed from our own, the rules are versatile and adaptable enough to suit OSS operations behind Nazi lines, Cold War-era infiltration missions in Moscow or Berlin, or sabotage runs against a rival corporation's interests in a cyberpunk dystopia. Scheduled to ship in September 2015.

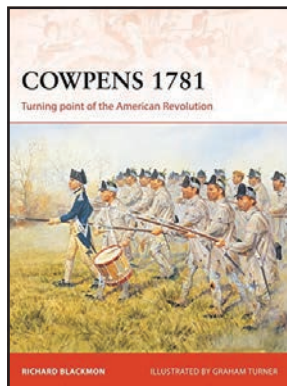
OSP OWG010 \$17.95



CATALAUNIAN FIELDS AD 451

The battle of the Catalaunian Fields saw two massive, powerful empires square up in a conflict that was to shape the course of Eurasian history forever. For despite the Roman victory, the Roman Empire would not survive for more than 15 years following the battle, whilst the Huns, shattered and demoralized, would meet their downfall against a coalition of German tribes soon after. Drawing on the latest research, Simon MacDowall reveals the shocking intensity and appalling casualties of the battle, whilst assessing the wider significance and consequences of the campaign. Scheduled to ship in September 2015.

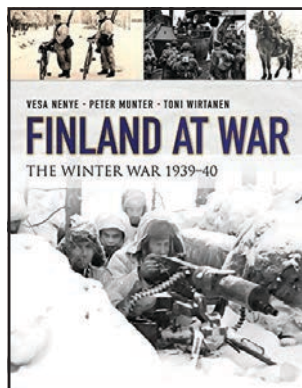
OSP CAM286 \$21.95



COWPENS 1781

This is a blistering account of the Battle of Cowpens, a short, sharp, and ultimately decisive battle in the American Revolution. Scheduled to ship in August 2015.

OSP CAM283 \$21.95



FINLAND AT WAR

Finland at War: The Winter War 1939-40 is the premiere English-language history of the fighting performance of the Finns, drawing on first-hand accounts and previously unpublished photographs to explain just how they were able to perform military feats that nearly defy belief. Scheduled to ship in September 2015.

OSP GM314 \$34.95



THE HEADLESS HORSEMAN

The legend of Sleepy Hollow is one of the great tales of American folklore, supposedly stemming from Washington Irving's famous short story. But what if there was more to the ghostly fable than meets the eye? What if Irving's account was based on fact? And what if the Headless Horseman of Sleepy Hollow was not unique, but merely one of a strange line of malevolent spirits sighted across the world, bringing misfortune to all that witness them? Within this book you will find long-forgotten lore about the headless spirits that have plagued mankind for centuries, and perhaps even now seek ingress into our world. The Headless Horseman, and others like him, is at large in the dark places of the world, and should one encounter such a revenant, it is said that tragedy will surely follow. Scheduled to ship in September 2015.

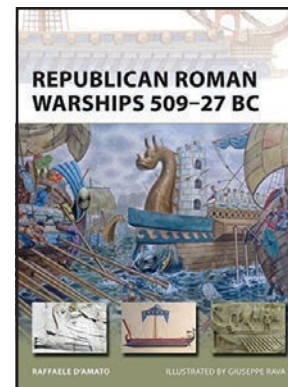
OSP DRK002 \$18.95



LUFTWAFFE MISTEL UNITS

The striking appearance of the Luftwaffe's Mistel Composite attack aircraft might seem ridiculous to modern eyes, but employed correctly, these original 'fire and forget' weapons were devastatingly effective, as Allied sources testify. This book draws on a wealth of first-hand reports and revealing contemporary photographs to tell the full, strange story of the Mistel units. Scheduled to ship in September 2015.

OSP COM112 \$22.95



REPUBLICAN ROMAN WARSHIPS

The birth of the mighty Roman Navy was anchored in the Romans' extraordinary ability to absorb and perfect the technology of other states and empires. This is the story of the design, development, and operation of the Republican Roman warship in the age of the conquest of the Mediterranean, from the first Roman naval adventure of 394 BC and the Punic Wars, to Pompey's operations against the Cilician Pirates and Caesar's victorious naval campaigns in Armorica, concluding with the consolidation of the Mediterranean Sea as Mare Nostrum with the battle of Actium in 31 BC. Scheduled to ship in September 2015.

OSP NVG225 \$17.95



US NAVY CARRIER AIRCRAFT VS. MUSASHI YAMATO BATTLESHIP

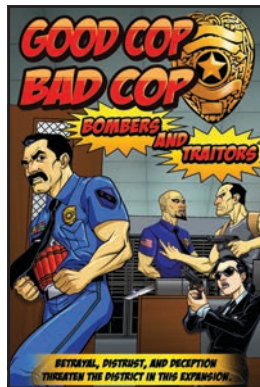
As the Pacific War approached a crescendo, the clashes between swarming US Navy carrier aircraft, and the gigantic Imperial Japanese Navy (IJN) Yamato-class battleships became symbolic of the fortunes of the two nations. With detailed analysis of the technical features of the opposing war machines and a gripping account of the fighting itself, this vividly illustrated work presents views from the cockpits of US Navy Divebombers, and down the sights of IJN anti-aircraft guns, during two of the most dramatic naval engagements ever fought. Scheduled to ship in September 2015.

OSP DUE069 \$18.95

POLISH ARMOR OF THE BLITZKRIEG

The Polish army during the Blitzkrieg conjures up tragic images of infantry and dashing, but ineffective and ultimately doomed cavalry charges. This volume is a complete technical study of the machines that formed the backbone of Poland's defenses on the ground, using never-before-seen photographs and a comprehensive design and developmental history that reveal a full picture of Poland's armored forces in the context of their greatest challenge. Scheduled to ship in September 2015.

OSP NVG224 \$17.95



GOOD COP BAD COP: BOMBERS AND TRAITORS EXPANSION

The world of *Good Cop, Bad Cop* expands with new roles, equipment, and victory conditions. Opposing teams must momentarily put their differences aside as they work together to defeat the traitors and avoid shooting the bombers! Scheduled to ship in September 2015.

IMP OWG0311 \$14.99

PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: CITY OF LOCUSTS ADVENTURE DECK

The Final Crusade! Having returned from the Abyss with Iomedae's blessing, you're ready to permanently close the Worldwound - but hosts of demons serving Deshari, the Lord of the Locust Host, await your challenge within the City of Locusts! A 110-card expansion to the *Wrath of the Righteous* Base Set, the *City of Locusts Adventure Deck* adds new locations, monsters, villains, and more to the *Pathfinder Adventure Card Game*, and includes new loot cards and six new scenarios that make up the complete *City of Locusts* adventure and concludes the pulse-pounding campaign started in *Adventure Deck 1*. Scheduled to ship in October 2015.

PZO 6026 \$19.99



PATHFINDER ADVENTURE CARD GAME: DRUID CLASS DECK

Natural Wonders! Druids have the companionship of mighty beasts and the power to call upon nature's wrath. The *Druid Class Deck* accessory for the *Pathfinder Adventure Card Game* allows players to bring these protectors of the wild to any Base Set, including the demon-filled *Wrath of the Righteous* campaign. The 109-card *Druid Class Deck* contains three new characters -

including a new version of the iconic druid Lini - and enough new and familiar allies, spells, weapons, and other boons to advance your druid through an entire *Adventure Path*. Scheduled to ship in October 2015.

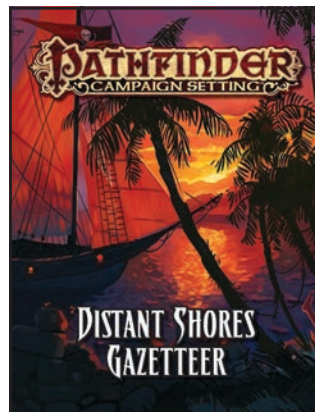
PZO 6810 \$19.99



PATHFINDER ADVENTURE PATH: HELL'S REBELS PART 3 - DANCE OF THE DAMNED

With a hideout in the city of Kintargo established, the heroes of the growing rebellion are poised to take back the city. But before their group, the Silver Ravens, can strike against the diabolical House Thruene, a few, final preparatory steps must be completed. Yet nothing is as simple as it could be, and the dangers awaiting the heroes of the revolution in the nearby seas, mountains, and the sin-wracked city of Vyre are not always those you can defeat with a spell or sword. And, of course, Barzillai Thruene won't take these new developments lying down - what retributive reaction might one of Chelax's most dangerous inquisitors have in plan for the Silver Ravens? A *Pathfinder Roleplaying Game* adventure for 7th-level characters, *Dance of the Damned* continues the *Hell's Rebels Adventure Path*. Scheduled to ship in October 2015.

PZO 9099 \$24.99



PATHFINDER CAMPAIGN SETTING: DISTANT SHORES GAZETTEER

The Inner Sea region is but a small fraction of the world of Golarion, and it does not stand isolated from the other cultures that call the planet home. Many of these distant lands have influenced the nations of the Inner Sea for millennia through trade, military conflict, and the exchange of lore, faiths, and technological innovation. For the first time, details on the far-away lands of Arcadia, Ilydos, southern Garund, and Vudra are presented for Game Masters and players alike. Explore one city in each of six global regions, and discover the diverse cultures, faiths, and inhabitants that make Golarion unique. Scheduled to ship in October 2015.

PZO 9285 \$22.99



PATHFINDER FLIP-MAT: BIGGER BASIC

A dungeon filled with insidious traps, a magnificent imperial throne room, the citadel of an immortal tyrant - Game Masters can now dream even bigger as the possibilities for adventure are endless with *Pathfinder Flip-Mat: Bigger Basic*. This massive gaming accessory presents two subtle textures - smooth stone and fine dirt - on which GMs can design any dungeon, battleground, or adventure set piece they desire. Fully laid out, *Flip-Mat: Bigger Basic* measures 27" x 39" inches, and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

PZO 30069 \$19.99

PATHFINDER FLIP-MAT CLASSICS: PRISON

Throw away the key! The world is filled with tough customers, and the worst end up here! From the guard tower to solitary confinement, *Flip-Mat Classics: Prison* is a perfect set-piece for any campaign. These portable, affordable maps measure 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in September 2015.

PZO 31008 \$13.99



PATHFINDER FLIP-MAT CLASSICS: CITY STREETS

Blood in the Streets! The mean streets of the big city come alive, setting the scene for a dark alley ambush, rooftop chases, or other urban encounters. These portable, affordable maps measure 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in September 2015.

PZO 31007 \$13.99



PATHFINDER FLIP-MAT CLASSICS: FOREST

Stay on the Path! Defend the deep, dark woods on this sweeping tactical map depicting the verdant floor of the deep forest! These portable, affordable maps measure 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in August 2015.

PZO 31005 \$13.99





PATHFINDER FLIP-MAT CLASSICS: SHIP

Batten down the hatches and sail off toward the horizon on this classic four-deck ship, fully equipped with cannons, sleeping quarters, cargo holds, and more. With the rolling expanse of the deep blue sea on the flip side, you'll be ready for all manner of nautical adventures! These portable, affordable maps measure 24" x 30", and feature a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

PZO 31002 \$13.99



PATHFINDER FLIP-MAT CLASSICS: SWAMP

Even adventurers who are right at home fighting dragons feel uneasy in the swamp, where quicksand beckons and one can never be sure what might lurk in the undergrowth! These portable, affordable maps measure 24" x 30", and feature a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in August 2015.

PZO 31006 \$13.99



PATHFINDER FLIP-MAT CLASSICS: VILLAGE SQUARE

Whether you're sidling up to the bar at the local tavern or fighting to protect the community, this map provides a sprawling townscape for your adventures. These portable, affordable maps measure 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in July 2015.

PZO 31004 \$13.99



PATHFINDER FLIP-MAT CLASSICS: WOODLANDS

Danger could lurk in any of these sites, making the woodlands the perfect setting for wilderness adventures! These portable, affordable maps measure 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in July 2015.

PZO 31003 \$13.99

PATHFINDER FLIP-MAT CLASSICS: TAVERN

Allies, opponents, and mysterious strangers all gather in the tavern, where the rumors flow as easily as the ale. Whether your players are on the trail of a dirty thief or just looking for a fight, *Flip-Mat Classics: Tavern* is a perfect setting for any adventure! These portable, affordable maps measure 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

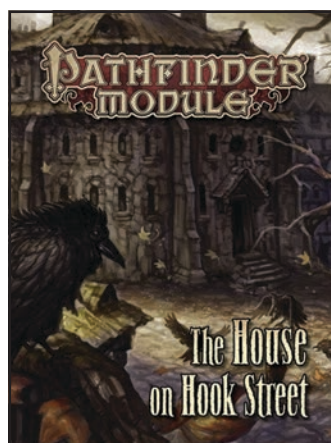
PZO 31001 \$13.99



PATHFINDER MAP PACK: SLUM QUARTER ALLEYS

Skulk about the most treacherous warrens of the city! *Pathfinder Map Pack: Slum Quarter Alleys* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to create a maze of alleys in the most run-down and dangerous part of the city. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in October 2015.

PZO 4058 \$14.99



PATHFINDER MODULE: THE HOUSE ON HOOK STREET

Dreams turn deadly in Old Korvosa! Nightmare-spawned horrors begin stalking the district's shiver addicts, sparking a manhunt to bring those responsible to justice. What role does the strange cult known as the Brotherhood of the Spider play in the mysterious deaths, and why has the veil between the dreaming and waking worlds worn so thin? To solve these mysteries and others, the heroes must walk the unseen paths of Bridgefront's occult underworld, and even enter the Dimension of Dreams itself to unravel the web of intrigue around the cult's dangerous machinations. But what happens when the heroes' own dreams turn against them, and can they uncover dark esoteric secrets too terrible to know before it is too late? Designed for use with *Occult Adventures*, *The House on Hook Street* is geared for 6th-level characters. Scheduled to ship in October 2015.

PZO 9549 \$24.99



PATHFINDER PLAYER COMPANION: BLACK MARKETS

Just because it's illegal doesn't mean it isn't available. When you can't find what you need in the local bazaar, it's time to look for it in the black markets! This *Pathfinder* sourcebook includes dozens of items and rare components not sold in any legal shop, but still of great use to adventuring characters. From new poisons to mobile traps to necromantic magic items and eldritch smuggling tools, *Black Markets* has every underhanded tool and equipment trick you can find when legality isn't a concern! Scheduled to ship in October 2015.

PZO 9462 \$14.99

PALLADIUM BOOKS



RIFTER: #72

Scheduled to ship in October 2015.

PAL 0172 \$13.95

PASSPORT GAME STUDIOS



GROG ISLAND

Even for the mightiest pirates there comes a time when they must retire from a life of invading and plunder. But what comes afterwards? Well, on the five peninsulas of Grog Island, they can barter their booty into rock-solid businesses! In this unique dice-auction game, players try to get their grubby hands (and hooks) on promising investments such as peg-leg shops, figurehead carving, voodoo doll workshops, or the "Grog Hole", the island's most notorious pub. Scheduled to ship in July 2015.

PGS PGU54563G \$50.00

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Attention All Interns! A vacancy has opened for a doctor's position...this is the chance you've all been waiting for! But, how far are you willing to go to earn it? Will you work hard and diligently, or are you up for a little backstabbing and underhandedness? As new patients start pouring in, you must prove your worth as you prescribe medications, schedule exams, and diagnose and cure your patient's ailments, all the while contending with the willful misconduct of your fellow practitioners. Scheduled to ship in July 2015.

PGS PGU54542G \$40.00

PELGRANE PRESS



13TH AGE RPG: THE STRANGLING SEA

Experienced seafarers know better than to risk the dangers of the Stranglesea: that terrible place where castaways cling to existence in the rotting hulks of trapped ships, and deadly creatures feast on the unwary. Now, a band of adventurers must enter the Stranglesea and attempt to rescue the enigmatic engineer Inigo Sharpe from his imprisonment. But Sharpe is both more and less than they were prepared for - and the forces of an enemy want him for their own sinister purposes. *The Strangling Sea* is a seafaring 13th Age Roleplaying Game adventure designed for a party of 4-6 1st-level adventurers. Scheduled to ship in September 2015.

IMP PEL13A09 \$10.95

POKÉMON USA

POKÉMON TCG: MEGA EVOLUTION COLLECTOR'S 3 PIN PACK

Power up your Pokémon TCG collection with three booster packs, and show your Pokémon pride with 1 of 2 awesome collector's pins featuring Mega Tyranitar or Shiny Mega Rayquaza! Scheduled to ship in August 2015.

PUI 80019 PI



POKÉMON TCG: SHINY RAYQUAZA EX BOX

Bend light and shift colors with one of the rarest of Pokémon sights: a Shiny Legendary Pokémon! The Pokémon TCG: Shiny Rayquaza-EX Box includes a never-before-seen foil card of Shiny Rayquaza-EX, plus a stunning oversized card featuring a powerful Shiny Legendary Pokémon, four Pokémon TCG booster packs, and a code card for the Pokémon Trading Card Game Online. Scheduled to ship in August 2015.

PUI 80016 PI



POKÉMON TCG: XY ANCIENT ORIGINS

Ready for some new tricks? Hoopa-EX brings new Mythical power to the Pokémon world, along with fierce, new challengers like Mega Tyranitar-EX, Mega Ampharos-EX, and Mega Sceptile-EX! The 90-plus cards featured in the XY - Ancient Origins expansion for the Pokémon Trading Card Game transforms ancient secrets into modern battling techniques, with all-new Special Energy cards, new Ancient Traits, and shiny versions of Primal Kyogre-EX, Primal Groudon-EX, and Mega Rayquaza-EX! Scheduled to ship in August 2015. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36)
PUI 10990-D PI

COLLECTOR'S ALBUM
PUI 80040 PI

ELITE TRAINER BOX
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THEME DECK DISPLAY (8)
PUI 10995-D PI

PRIVATEER PRESS

HORDES

Scheduled to ship in September 2015.



MINIONS MEAT THRESHER FARROW BATTLE ENGINE

PIP 75055 \$69.99



SKORNE ZAAL, THE ANCESTRAL ADVOCATE EPIC WARLOCK

PIP 74088 \$22.99

NO QUARTER MAGAZINE #62

Scheduled to ship in September 2015.

PIP NQ62 \$8.50

WARMACHINE

Scheduled to ship in September 2015.

WARMACHINE: CEPHALYX ALL-IN-ONE ARMY BOX

A perfect entry point for new players and an amazing value for seasoned vets looking to start a new faction, this *All-in-One Army Box* contains everything you need to quickly field a complete and competitive army suitable for every battlefield engagement. Featuring a digest-sized Warmachine rulebook and strategy cards, this box contains a complete 35-point Cephalyx army with the following models: Warcaster Exulon Thexus, Warden Heavy Monstrosity, Wrecker Heavy Monstrosity, Cephalyx Mind Bender & Drudges Unit, (2) Cephalyx Mind Slaver & Drudges Units, (3) Cephalyx Agitator Solos, and a Pistol Wraith Solo.

PIP 41121 \$144.99



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PIP 33111 \$99.99



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RRG 395 \$49.95



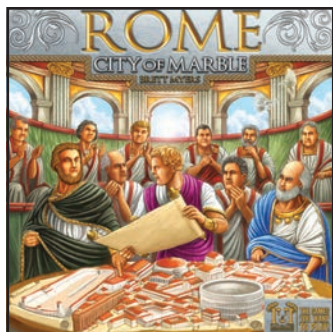
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In this Euro-style, tile-laying game set in Ancient Rome during the reign of Augustus Caesar, players are powerful Patrician families competing to secure the prestigious title of Architect of Rome. As leading citizens in this great city, they influence and direct the construction of an ever-expanding metropolis through shrewd development of neighborhoods by constructing civic buildings, temples, baths, theaters, and arenas. Build more and gain Imperium, the measure of real power in Roman society! Veni, vidi, vici! Scheduled to ship in October 2015.

RRG 450 \$44.95

REAPER MINIATURES

DARK HEAVEN MINIATURES

Scheduled to ship in June 2015.



DEEP ONES (2)

RPR 03707 \$19.29



ERICK, PALADIN INITIATE

RPR 03715 \$7.29



FREDDIE, PUMPKIN HORROR

RPR 03708 \$8.49



FRITZ, PUMPKIN HORROR

RPR 03709 \$11.29



MEERKAT FAMILIARS

RPR 03713 \$5.99



OGRE GUARD

RPR 03712 \$19.99

REAPER 2015 CONVENTION MOUSLING

Scheduled to ship in June 2015.

RPR 01558 \$12.99

REAPERCON 2015 SOPHIE

Scheduled to ship in June 2015.

RPR 01557 \$14.99

RENEGADE GAMES STUDIOS

SPOTLIGHT ON

flip the BIRD

FLIP THE BIRD

In *Flip the Bird*, players compete to be the first to score 200 points. Different birds have specific numeric and color values - but things get crazy as Action and Condition cards can change the rules of the game! Watch out! Just when you least expect it, someone will flip the bird, and reset a card pile! Scheduled to ship in September 2015.

RGS 00506 \$11.99

SPARTAN GAMES

DYSTOPIAN LEGIONS

Scheduled to ship in May 2015.



EMPIRE OF THE BLAZING SUN ASHIGARU INFANTRY EXPANSION SET

SGS DLBS43 \$70.00



EMPIRE OF THE BLAZING SUN ASHIGARU INFANTRY SET

SGS DLBS42 \$46.50



EMPIRE OF THE BLAZING SUN HEROES OF THE EMPIRE SET

SGS DLBS44 \$42.00



EMPIRE OF THE BLAZING SUN INFANTRY OFFICER SET

SGS DLBS41 \$38.50



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SGS DLFS42 \$46.50



FEDERATED STATES OF AMERICA HEROES OF THE EMPIRE SET

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FEDERATED STATES OF AMERICA INFANTRY OFFICER SET

SGS DLFS41 \$38.50

FIRESTORM ARMADA

Scheduled to ship in June 2015.



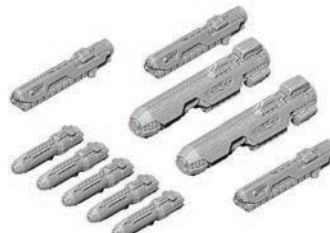
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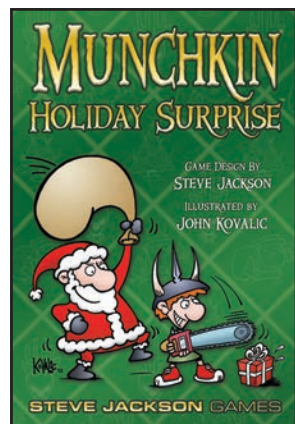


RSN ALLIED ASSAULT HELIX
SGS PFAH05 \$57.75



VEYDRETH ALLIED RECON HELIX
SGS PFAH06 \$45.50

STEVE JACKSON GAMES



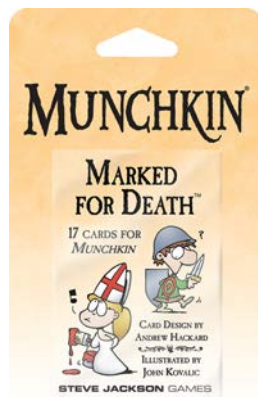
MUNCHKIN: HOLIDAY SURPRISE (2015)

You're Gonna Need A Bigger Stocking! *Munchkin Holiday Surprise* contains 68 holiday-themed cards - everything from the first three Christmas boosters and the 2012 booster - including four new ones created just for *Holiday Surprise*, plus never-before-available promo cards, two special holiday dice (pearly red & pearly green), a rulesheet, and a newfangled "Christmas Kill-O-Meter" to track your combat, because, of course, the holidays are all about bashing monsters and taking their stuff! Scheduled to ship in September 2015.
S.J.G. 1488 \$19.95



MUNCHKIN: IMAGINARY FRENEMIES BLISTER PACK

You can't clear thousands of dungeons without making a few Frenemies... so that's what we did! As long as your Imaginary Frenemies are safely stored inside their blister, they help you in combat...but if you release them to get at the cards inside, you can't use their rule anymore. Oh, temptation! Scheduled to ship in October 2015.
S.J.G. 5593 \$3.95



MUNCHKIN: MARKED FOR DEATH BLISTER PACK

Munchkin Marked for Death is a double-duty booster pack containing 17 all-new cards, including "Anvil", "Recalculate Your XP", and the horrifying effervescence of the "Soap Golem", plus two almost-new cards. And they're balanced to let you use them as a quick rigged demo for your friends, to get them into the madness that is *Munchkin*! Scheduled to ship in September 2015.
S.J.G. 4210 \$5.95



MUNCHKIN STEAMPUNK: KILL-O-METER

The best *Munchkin* fights are the ones where everyone plays cards to keep the levels bouncing up and down! But it can be hard to keep track of. Now you'll never have to stop and recount again! With the *Munchkin Steampunk Kill-O-Meter*, whenever a card hits the table, you turn the dials to keep track of your new total. You don't have time to stop and count when you've got science to do! Scheduled to ship in October 2015.
S.J.G. 5554 \$6.95



MUNCHKIN: STOCKING STUFFERS (5 CELLO PACKS)

Ho-Ho-Hoard! Reward all the good little Munchkins in your life with a pack of *Munchkin Stocking Stuffers*! Each pack contains four new, holiday-themed *Munchkin* cards, complete with a brief explanation of the game, as well as five *Munchkin*-themed gift tags for your non-*Munchkin* presents. Scheduled to ship in September 2015.
S.J.G. 5588 \$4.95



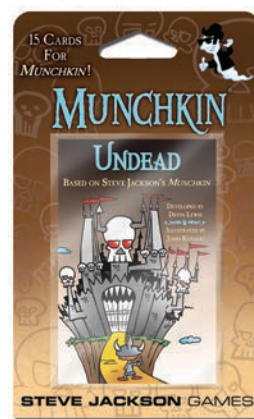
MUNCHKIN TREASURE HUNT

Fool the dragon, grab treasure, and flee! Will you risk your treasure for MORE TREASURE like Protective Kittens or a Broccoli Smoothie? Be a legendary hero and escape with the most moolah in *Munchkin Treasure Hunt*, an adventure board game geared for younger players and Munchkins-to-be. Scheduled to ship in September 2015.
S.J.G. 1521 \$29.95



MUNCHKIN: STEAMPUNK DELUXE

Grab your gears, put on your top hat, whack the monsters, and grab the treasure...with the power of SCIENCE! Featuring brand-new art by Phil Foglio (*Girl Genius*), *Munchkin Steampunk Deluxe* brings the zaniness of *Munchkin* to the pseudo-Victorian steampunk era. Bully! Scheduled to ship in October 2015.
S.J.G. 1508 \$29.95



MUNCHKIN: UNDEAD BLISTER PACK

It just doesn't feel like a dungeon worth exploring without hordes of undead! *Munchkin Undead* adds 15 new monsters, curses, and items all dealing with the formerly living. Get your pointy sticks and your chainsaws ready because it's time to kill them - all over again! Scheduled to ship in October 2015.
S.J.G. 1499 \$5.95

STRONGHOLD GAMES



AMONG THE STARS: MINIATURES

Scheduled to ship in October 2015.
PSI SG-7032 \$29.95



NEW DAWN

In *New Dawn* - a thematic sequel of *Among the Stars* and part of the *Among the Stars Universe* series - players take on the role of Alliance officials. Their assignment is to explore and revive a galactic sector. Scheduled to ship in October 2015.
PSI SG-8017 \$74.95



PORTA NIGRA

In *Porta Nigra*, players take on the role of Roman architects in the city of Trier, Germany, building the large Roman city gate. Scheduled to ship in October 2015.
PSI SG-4001 \$69.95

STRONGHOLD 2ND EDITION

Siege and Conquer! Fortify and defend your outpost - or lay siege to your opponent's - in *Stronghold*! Prepare yourself for the battle of the ages! Be you the Defender or the Invader, the struggle will be epic and the story will be glorious! In this game of siege and fortification, players take opposite sides of the battlement - one to defend the stronghold, the other to assault the castle and breach its walls. As the Defender, send units to reinforce the walls and gates, forge lethal cauldrons and cannons, and set traps and sabotage siege engines. As the Invader, train drovers, quartermasters, and other specialists to man the ramparts, construct siege machines like deadly ballistae, destructive catapults, or huge trebuchets, and summon black magical powers and sacrifice goblins to bombard the stronghold. Scheduled to ship in October 2015.

PSI SG-8018 \$64.95

STUDIO 2 PUBLISHING



DEADLANDS RELOADED: STONE AND A HARD PLACE

Death Rules This Land! From the sun-scorched earth to the empty noose swaying in the skeletal branches of the hangman's tree to the bloodstained buzzards circling overhead, the Wild Southwest thirsts for souls. Make sure it don't get yours, partner! A Plot Point Campaign and Sourcebook for the *Deadlands: Reloaded*, *Stone and a Hard Place* details the strange locales and odd characters of the American Southwest, provides new Edges and abilities to gussy up your Harrowed or hexslinger, new Setting Rules to emulate Death's grip on the land, *Savage Tales* galore, and a passel o' terrifying abominations. Scheduled to ship in August 2015.

S2P 10214 \$29.99



DEADLANDS RELOADED: STONE AND A HARD PLACE MAP

This sturdy, double-sided poster-map for use with *Deadlands: Reloaded - Stone and a Hard Place* showcases the Weird West from California's Maze to Missouri. Scheduled to ship in August 2015.

S2P 10215 \$14.99



LANKHMAR: CITY OF THIEVES

In the City of Sevencore Thousand Smokes, danger lurks down every dark alley. Sinister sorcerers summon terrible forces in their crumbling towers. Treacherous rogues of the Thieves' Guild prowl the Plaza of Dark Delights. Assassins from the Slayers' Brotherhood work the Tenderloin District. And hunched figures skitter beneath the streets, waiting for their chance to rise. But there is action, adventure, and wealth here too - if your rogues have the skill and bravado to claim it! The *Savage Worlds* core setting book for Fritz Leiber's world of swords & sorcery, *Lankhmar: City of Thieves* contains details on the world of Nehwon and the city of Lankhmar, plus complete Setting Rules, *Savage Tales*, monsters, and foes, and recounts of the tales of the world's most notorious scoundrels, including Fafhrd, the Gray Mouser, and their sorcerous sponsors. Scheduled to ship in August 2015.

S2P 11000LE \$24.99

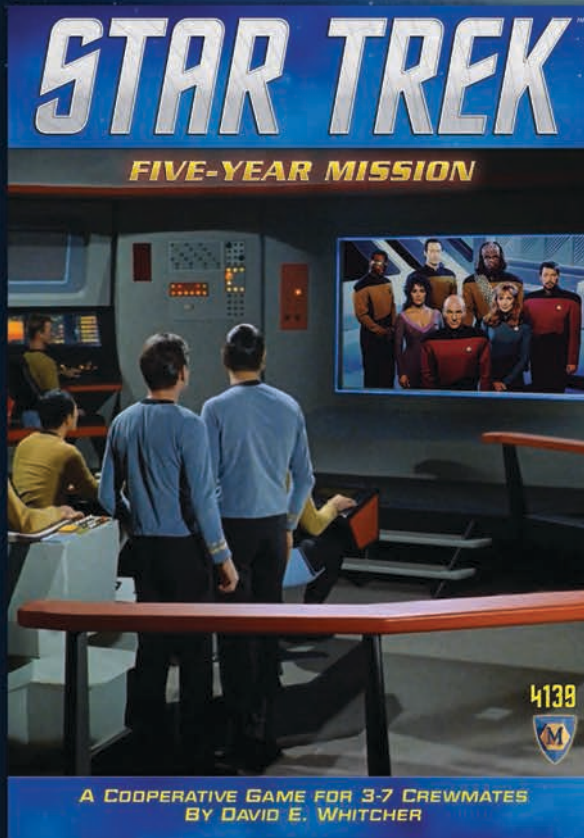


LANKHMAR: POSTER MAP

This poster-map features the world of Nehwon as author Fritz Lieber described it - from the lands of the East and the Steppes of the Mingols, to the Inner Sea and the Parched Mountains. Scheduled to ship in August 2015.

S2P 11002 \$14.99

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TASTY MINSTREL

**EMINENT DOMAIN:
EXOTICA EXPANSION**

Your civilization has grown to the edge of the known universe. To expand farther you'll need to explore exotic worlds and learn their language and customs. Mine foreign asteroids for valuable crystal and befriend alien cultures in *Eminent Domain: Exotica!* Scheduled to ship in October 2015.

PSI TTT5006 \$25.00

THIRD EYE GAMES

AMP: YEAR TWO

The Year of Fear Has Begun! Continuing the story into the year 2016, *AMP: Year Two* not only expands the AMP world timeline, but provides full details on how AMPs have begun to affect the rest of the world. *AMP: Year Two* also introduces brand-new Affiliations for characters to join, additional powers for each Strain, and an awesome universal power, Gadgeteering, available for both AMPs and Saps. Scheduled to ship in August 2015.

HARDCOVER

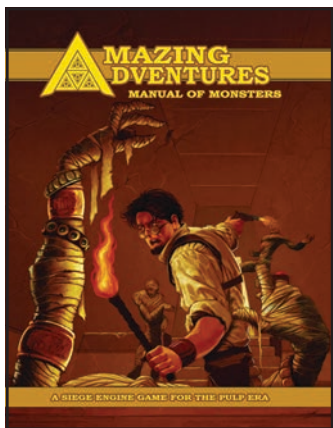
S2P 3EG602HC \$29.99

SOFTCOVER

S2P 3EG602 \$19.99



TROLL LORD GAMES

**AMAZING ADVENTURES RPG:
COMPANION HARDCOVER**

Herein you'll find tons of material to expand and improve your *Amazing Adventures* campaign, including new character classes, iconic non-player characters, and secret societies, plus rules for powered heroes, live-action gaming, expanded vehicle rules, and guidelines for combining *Amazing Adventures* with *Castles & Crusades*. Scheduled to ship in August 2015.

IMP TLG76071 \$27.99

**AMAZING ADVENTURES RPG:
CORE RULES HARDCOVER**

Prepare for science, sorcery, pugilistic-pummeling, gun-toting, sword-wielding, B17-flying, gadget-carrying, two-fisted pulp adventure with *Amazing Adventures*! Powered by the SIEGE Engine, *Amazing Adventures* allows you to create any type of pulp adventure hero you want, and customize them as you like, be it arcane scholars, mentalists, tomb-raiding archaeologists, Asian martial arts masters, or gangsters and G-Men! Bringing *Amazing Adventures* into tandem with the *Castles & Crusades* SIEGE Engine, this Second Printing packs a wallop with complete rules on character creation, combat, secret societies, a rogue's gallery, and an attribute check system that allows you to pummel any challenge to a pulp! Scheduled to ship in August 2015.

IMP TLG76012 \$29.99

**AMAZING ADVENTURES
RPG: MANUAL OF MONSTERS
HARDCOVER**

In the *Manual of Monsters* for *Amazing Adventures* you'll find scores of creatures both fantastic and benign, alien and supernatural, to challenge your adventurers. Included herein are over two dozen creatures from beyond the pale that have never before been seen in a SIEGE Engine product, plus advice on roleplaying monsters, handling combat with monsters, creating monsters, and more. Scheduled to ship in August 2015.

IMP TLG76061 \$19.99

**AMAZING ADVENTURES RPG:
RISE OF THE RED GOD**

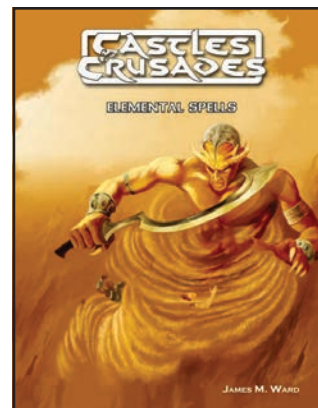
Somewhere deep in the jungles lies an ancient temple dedicated to a long-forgotten god. Likely a deity of the Thurian Age, Ornduhl, the Red God, still sits at the heart of the temple, now decrepit, crumbling, and suffering from years of neglect. When an intrepid group of adventurers are hired to investigate strange goings-on in this ancient temple, they encounter a cult seeking to bring about the end of the world and usher in the age of the Blood Imperator! Will you bow before Ornduhl, or take a stand against the Rise of the Red God? Scheduled to ship in August 2015.

IMP TLG76081 \$8.99

**CASTLES & CRUSADES RPG:
NINE WORLDS SAGA III -
CRISES IN ALFHEIM**

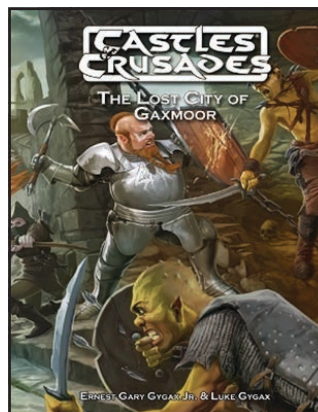
With Hel's plot unearthed, the Nine Worlds beckon, for somewhere beyond Midgaard lies Odin Allfather's scattered Fimbulwinter Runes! And to stop Hel and bring peace to King Hrofr's realm, it is left to the intrepid to fetch the runes and return them to Valhalla - before any take note! Continue on the journey of the *Nine Worlds Saga* and plunge into the fabled lands of Alfheim! Scheduled to ship in August 2015.

IMP TLG8335 \$7.99

**CASTLES & CRUSADES RPG:
ELEMENTAL SPELL BOOK**

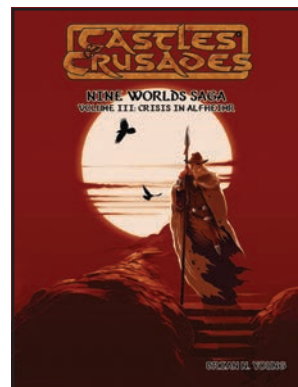
Beyond the firmament lies the maelstrom of elemental planes, where the fabric of all things begins. The elemental planes: where fires rage in an infinite expanse of heart and light, where the rich and loamy earth consumes all, where air grows heavy, grinding upon unseeing gears, where water flows forever to no end. It is here that the base of all power lies and it is here that the elemental lords must turn. Unearthed in this text are a host of new spells for spellcasters in your *Castles & Crusades* campaign. Scheduled to ship in August 2015.

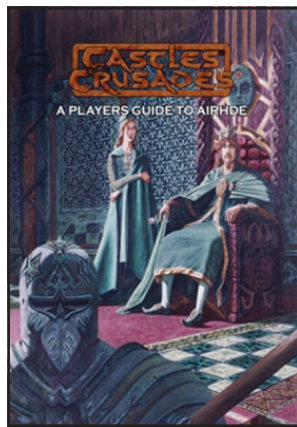
IMP TLG8513 \$9.99

**CASTLES & CRUSADES RPG: LOST
CITY OF GAXMOOR HARDCOVER**

North of the Bergruken, upon the broken slopes of the Massif, the sun's fading brilliance outlines the ancient ruins of the once-thriving metropolis of Gaxmoor. The former beacon of Imperial power mysteriously vanished ages ago. Now it has returned, beckoning brave adventurers to explore its ruins and crypts, and to vanquish the chaos and evil that lies within. *The Lost City of Gaxmoor* is a complete *Castles & Crusades* adventure setting that takes characters from Levels 1-10. Scheduled to ship in September 2015.

IMP TLG8336 \$19.99





CASTLES & CRUSADES RPG: PLAYER'S GUIDE TO AIHRDE HARDCOVER

The *Player's Guide to Airhrde* contains new classes and spells, as well as a host of information on new weapons, guilds, and deities for use in your *Castles & Crusades* campaigns. Scheduled to ship in August 2015.

IMP TLG81281 \$19.99

WARGAMES FACTORY

DREAMFORGE

Scheduled to ship in June 2015.



EISENKERN COMMAND SQUAD

WGF DFG-IN-004 \$30.00

LEVIATHAN RIGHT HANDED VULCAN CANNON

WGF DFG-LA-004-R \$35.00

WARLORD GAMES

BLACK POWDER

Scheduled to ship in June 2015.



25MM ROUND MDF BASES (30)

WLG WG-BASE-29 PI



BAG OF ROUND BASES

WLG WG-BASE-30 PI



FRENCH LINE INFANTRY (24) - REVISED BOX

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KGL 2ND LIGHT BATTALION WITH RIFLES

WLG WGN-BR-47 PI



NAPOLEONIC FRENCH CHASSEURS & CHEVAL LIGHT CAVALRY

WLG WGN-FR-12 PI



NAPOLEONIC FRENCH ENGINEERS

WLG WGN-FR-34 PI

NAPOLEONIC FRENCH LATE GRENADIERS OF THE GUARD

WLG WGN-FR-29 PI



NAPOLEONIC MARSHAL NEY AND MOUNTED FRENCH OFFICER

WLG WGN-FR-45 PI



NAPOLEON'S BERLIN CARRIAGE

WLG WGN-FR-14 PI



NAPOLEONIC NASSAU LIGHT INFANTRY FIRING

WLG WGN-NS-21 PI

BOLT ACTION

Scheduled to ship in May 2015.



GERMAN GRENADIERS

WLG WGB-WM-09 PI

PIKE & SHOTTE

Scheduled to ship in May 2015.



LANDSKNECHT ARQUEBUSIERS (8)

WLG WGP-LS-26 PI



LANDSKNECHT COMMAND (4)

WLG WGP-LS-21 PI



LANDSKNECHT HANDBUCHSE LIGHT GUN

WLG WGP-LS-23 PI



LANDSKNECHT LOOTING PARTY (8)

WLG WGP-LS-37 PI

LANDSKNECHT PIKEMEN (8)

WLG WGP-LS-39 PI



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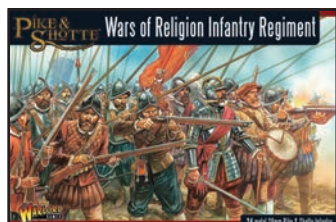
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**WAR OF RELIGION:
ARMoured SWORDSMEN**
WLG WGP-REL-27.....PI



**WAR OF RELIGION: MERCENARY
CAPTAIN MOUNTED**
WLG WGP-REL-20.....PI



**WAR OF RELIGION:
INFANTRY REGIMENT**
WLG WGP-19.....PI

WIZKIDS/NECA

FEATURED ITEM



STAR TREK ATTACK WING: WAVE 21 EXPANSION PACKS

Scheduled to ship in December 2015.

BAJORAN LIGHTSHIP WZK 72021	\$14.99
DREADNOUGHT WZK 72022	\$14.99
ROBINSON WZK 72020	\$14.99

FEATURED ITEM



STAR TREK ATTACK WING: WAVE 22 EXPANSION PACKS

Scheduled to ship in January 2016

FEDERATION U.S.S. VALIANT WZK 72023	\$14.99
KUMARI WZK 72025	\$14.99
ROMULAN R.I.S. PI WZK 72024	\$14.99

FEATURED ITEM



nickelodeon

**TEENAGE MUTANT NINJA
TURTLES**

DICE MASTERS

TEENAGE MUTANT NINJA TURTLES DICE MASTERS

Scheduled to ship in January 2016

BOX SET

WZK 72222

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WZK 72223

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FEATURED ITEM



nickelodeon

**TEENAGE MUTANT NINJA
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HEROCLIX

TEENAGE MUTANT NINJA TURTLES HEROCLIX

Scheduled to ship in January 2016

DICE & TOKEN PACK

WZK 72060

\$9.99

FAST FORCES

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\$16.99

GRAVITY FEED DISPLAY

WZK 72056

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FEATURED ITEM



**MARVEL DICE
MASTERS: THE
AMAZING SPIDER-
MAN 90 COUNT
GRAVITY FEED**

Introducing more than 30 heroes and villains (and their dice!), the *Marvel Dice Masters: The Amazing Spider-Man Gravity Feed* features fan-favorite characters like Spider-Man, Gwen Stacy, Aunt May, Blink, The Sinister Six, Agent Venom, and Cloak &

Dagger! And, even when the odds are stacked against him, the web-slinger surprises you with some new tricks with brand-new mechanics for Allies and Underdogs! Offered in 90-count Gravity Feeds, each Foil Pack contains two cards and two dice that players can add to their *Dice Masters* collections. Scheduled to ship in November 2015.

WZK 72149

\$89.10

SHIFTING LOYALTIES



WYR20028 Shifting Loyalties \$45.00

THE OLD ALLIANCES ARE BREAKING...

Shifting Loyalties expands the world of Malifaux, introducing a Campaign system which allows players to track the progress of their Crews over a series of games. It also adds new models for each Faction, including the fearsome Emissaries of Fate. Experience Malifaux like never before as characters change and evolve, and question their very loyalties.



FEATURED ITEM



MARVEL DICE MASTERS: THE AMAZING SPIDER-MAN STARTER
The *Marvel Dice Masters: The Amazing Spider-Man Starter Set* features fan-favorite characters like Spider-Man, Ghost Rider, and Kingpin, and premieres the Sinister Six, Allies, Underdogs, and other exciting mechanics! Introducing more than 30 heroes and villains (and their dice!), *Marvel Dice Masters: The Amazing Spider-Man* allows two players to build their own team of heroes or villains and engage in epic dice battles! Scheduled to ship in November 2015.
WZK 72147 \$19.99

MARVEL DICE MASTERS: THE AMAZING SPIDER-MAN COLLECTORS BOX
Each *Marvel Dice Masters: The Amazing Spider-Man Collector's Box* comes with everything one player needs to play from the Starter Set, including 20 custom dice (12 all-new pearlescent Basic Action Dice and eight all-new pearlescent Sidekick Dice), one felt dice bag, 10 Basic Action Cards, and four Indicator Cards, plus one Full Art Promo Card, four *Marvel Dice Masters: The Amazing Spider-Man Foil Packs*, and two dice storage trays designed to hold over 300 dice. Scheduled to ship in November 2015.
WZK 72156 \$24.99

MARVEL DICE MASTERS: THE AMAZING SPIDER-MAN PLAYMAT
Crafted from durable material, the *Marvel Dice Masters: The Amazing Spider-Man Playmat* displays all of the information one player needs for their *Dice Masters* game. The different play areas are color-coded with instructions and spaces for Character Cards, Basic Action Cards, and, of course, Dice - all conveniently laid out on this lightweight playmat. This flexible playmat measures approximately 24" x 13" and can be easily rolled up for easy transport and storage. Scheduled to ship in November 2015.
WZK 72152 \$19.99

MARVEL DICE MASTERS: THE AMAZING SPIDER-MAN TEAM BOX
The *Marvel Dice Masters: The Amazing Spider-Man Team Box* is designed to carry a player's *Dice Masters* team to their next *Marvel Dice Masters* challenge! Crafted from flexible and durable plastic with a magnetic closure, the *Team Box* contains two internal boxes and three dividers to make organization of dice and cards fast and easy. Scheduled to ship in November 2015.
WZK 72154 \$19.99

FEATURED ITEM



PATHFINDER BATTLES: RUSTY DRAGON INN STANDARD BOOSTER BRICK (8)
Featuring friends and foes from the world of Golarion, the *Rusty Dragon Inn* expansion introduces 51 unique figures for your *Pathfinder Battles* miniatures campaign. Offered in 8-count bricks, each *Pathfinder Battles: Rusty Dragon Inn Standard Booster* contains one Large figure and three Medium or Small figures. Scheduled to ship in November 2015.
WZK 72052 \$49.99

Z-MAN GAMES

FEATURED ITEM



EL GRANDE BIG BOX
It is a time of awakening in medieval Spain. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king - the Caballeros - and fencing, not with the sword, but with cunning and deceit. Choose your actions and priorities wisely to become the most powerful Grande! Celebrating the 20th Anniversary of *El Grande*, this *Big Box Edition* comes complete with the base game, and includes all previously published official expansions: *Grand Inquisitor & Colonies*, *Grandissimo*, *King & Intrigant*, *King & Intrigant: Players' Edition*, *King & Intrigant: Special Cards*, and the *Anniversary Extension*. Scheduled to ship in September 2015.
ZMG 71560 \$89.99

FEATURED ITEM



MONSTER MY NEIGHBOR
In *Monster My Neighbor*, players search for the identity of the monster in their midst through clever bluffing and strategic card exchanging. Scheduled to ship in November 2015.
ZMG 41270 \$19.99

ZVEZDA



HOT WAR: SOVIET TRUCK
Scheduled to ship in June 2015.
ZVE 7417 \$9.95



PANZER IV LONG GUN
Scheduled to ship in June 2015.
ZVE 6251 \$4.95



PAK - 40
Scheduled to ship in June 2015.
ZVE 6257 \$4.95



SOVIET GUN WWII
Scheduled to ship in June 2015.
ZVE 6253 \$4.95

CODE OF NINE



GENCON 2015

ZMAN
games

  www.zmangames.com



www.tablefortwoshow.com

TRADERS OF OSAKA (ZMG 71550)

From Z-man Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

Taking place in the Edo period of Japan, you are moving merchandise from Osaka to Edo by ship. However, beware of the Black Tide, which may sink your merchandise before reaching Edo! Victory points, earned by selling your merchandise, wins the game! This game played well with two players, and allows up to four.

WAS THIS GAME EASY TO LEARN?

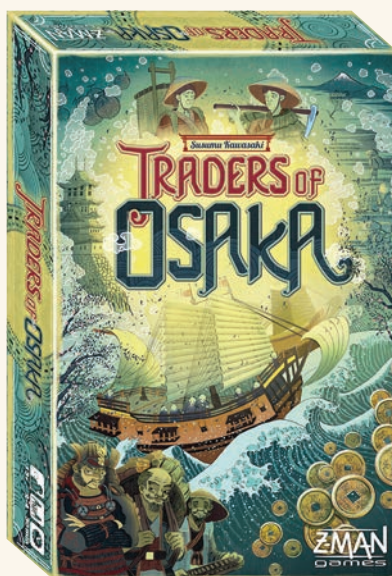
The rulebook was easy to get through with plenty of examples showing game play. We are guessing this game was well play tested, because the FAQ in the back of the book answered any of our questions spot-on!

HOW IS IT PLAYED?

The board is a map of Japan. There are six spaces where the trading ships move from Osaka to Edo. There are four ships: Blue, Green, Red and Yellow, which are placed on Osaka to start. A draw pile of 108 cards are shuffled and placed on the board. These cards have a dual purpose. On the table, they represent goods you may buy, in the same four colors as the ships. In your hand, you use the monetary value on them to buy merchandise. You then draw for two areas – first five cards are drawn face up as the "market". The market cards are purchased to sell later when the boat reaches Edo. Three more cards are drawn face up to represent the "farm," which will move down to replenish the market during the refresh phase. Each player draws a hand until their hand equals eight coins or higher. There are also 48 achievement tokens: 12 in each color. Players take one achievement token in the color of their choice, and the game begins.

A player performs one of these actions during their turn:

- **Buy goods** – Use cards in your hand as coins to buy goods in the market. You must buy ALL the cards in the market. To perform this action, the cards you spend from your hand must equal or exceed the total coins on all the market cards. If you can afford them, then:
 - a. **Ships move** – for each color you buy, the corresponding ship move one space for one card of that color, or two spaces for two or more cards of that color. If any ships reach Edo, the "payday phase" is triggered!
 - b. **Market refresh** – If the market is empty, the farm cards move into the market, and two more cards are drawn to fill the market. Then, three more cards are drawn to refill the farm.
- **Take coins** – Take ONE card out of the market to use as cash. This card is just put it into your hand as cash to use for a later turn. When a card is taken from the market, the entire market cost goes down for the next player to buy it!
- **Reserve** – Players have a "reserve token" to hold one card in either the market or farm as theirs. No one else may buy that card



or take it for coins, except the player who reserved it. This also decreases the entire market value for all other players. The only way to reclaim your token is to either buy the market, or take the card as coins on your next turn.

When a payday happens, (one or more ships make it to Edo) the following occurs:

1. Everyone sells his or her merchandise that matches the color of the ship. If red ship lands in Edo, and you already purchased five red cards, take the highest coin card in the set, multiply by how many red you have, and round up to the next multiple of five. For example, if the highest coin card you have is four and you have six cards – equaling 24 – round up to 25. You get one victory point for every five points earned – so you get five victory points (VP). Each card equals one point, so keep all five cards and place them face down in your VP pile, with your color trader token on top, so everyone knows this is your VP pile. If you have an achievement token of that color, it is added to that highest coin card FIRST. So now, the total would become 30, earning six victory points. You still keep five cards for your VP pile, but you also draw one card from the draw pile just to count the sixth point.
2. For every color sold, the player earns another achievement token in that color, to use in future payday sales!
3. If any ships during this payday are in the "Enshunada" spaces, the black tide sinks those ships! Anyone with merchandise in those ships' colors loses those cards to the discard pile. However, some of the cards have an "insurance" symbol on them. Discard these insurance cards to save either one or two of your cards of the same color from disaster! Turn your insured cards sideways to show they are now insured.
4. Ships in Edo return to Osaka and any sunken ships go to the Anori port.

The game ends when someone acquires eight or more achievement tokens. Total victory points to see who wins and if there is a tie, count the achievements tokens too!

HOW WAS THE TIMING OF THE GAME?

The 30 minutes of game play on the box is right on. Each turn goes quickly once you understand how to play. We really liked this game because we prefer not to spend hours on a game after work. Our game ended up tied – even counting our achievement tokens – so we really needed a second game to see who would win!

If you are looking for more game reviews for two players, check out our show on YouTube – Table for Two Show – and find us on Facebook under "Table for Two Show" or @tablefortwoshow on Twitter!

...

Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!



JARL

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MURANO (MFG 3507)

From Mayfair Games, reviewed by John Kaufeld

There's a lot happening in *Murano*. Gondolas circle the islands, artisans create ornate glassworks, shops delight eager buyers, and gondoliers deliver the city's esteemed personalities to their destinations. Add a frosty dish of your favorite gelato, and playing this game makes you practically feel like you're in Venice.

But all of that thematic awesomeness doesn't get in the way of excellent game play. Instead, it adds to the playing experience, delivering plenty of fun, strategy, and even suspense for a bunch of friends or a mixed-age group of family members. (Or both.)

When you unfold the board, you'll notice it sports maps of Murano on both sides. For a two or three-player game, use the side of the board that shows printed spaces for the character cards and the special building cards. When you get four players together, use the other side where that space turns into the island of Sacca Serenella.

Most of the board shows a map of the islands that make up *Murano*. Each island has a name plate, a dock with gondola spaces marked in the four player colors, cobblestone spaces for streets, and shaded squares for buildings. If you look closely, the islands also have bridges connecting them, but that's strictly a decorative touch.

Around the outside edge of the board, you'll find a series of action spaces separated by decorative gondola poles. The game's eight wooden gondolas (seven black ships and one red ship) travel through these spaces in a counterclockwise circuit.

These action spaces are the game's key mechanic. They govern the actions you can take on your turn. The trick (and challenge) of *Murano* is that you have to move a gondola onto an empty action space to use that action. But gondolas can't pass each other nor can two of them be in the same spot, so getting to a specific action space might require a chain reaction of several moving gondolas. Moving multiple spaces or more than one gondola costs coins, so you have to do this carefully.

(Oh, and if you're wondering about the lonely red gondola, keep reading. Its secret is hidden in the special building deck.)

A big part of the game involves developing the islands with streets and buildings. When you use the "building" action space, you get to build up to three tiles on any island or combination of islands. Buildings need to be next to streets, so your turn typically involves placing a street tile and one or two buildings next to it.

You get victory points for building glass factories, shops, and palaces. Streets don't give you points, but they show zero, one, or two customers who will spend money in the island's shops. Special buildings don't provide victory points either, but they make up for that by giving you powerful abilities that can lead to better income, flexible strategy, and more.

Buildings are also where the planning side of *Murano* kicks into full swing. Before you can place a building on an island, you need to buy the building tile. That requires a stop on one of several different spaces depending on what kind of building you want to make. (You don't plan ahead about streets; you just draw them from the face-down stacks when you want to build them.)

The game's economic engine involves fascinating interplay between buildings, victory points, ships, and money. Here's how it works:

- Moving ships, buying buildings, and getting character cards all cost coins.
- Adding buildings to the islands gives you victory points.
- Shops sell to the customers on each island, giving you several coins.
- Running your factories gives you glass which you can sell for a lot of coins, but it costs two victory points per factory because of the pollution.
- Hiring, placing, and dismissing gondoliers (which we haven't talked about yet) either costs coins or provides coins, depending on what you do.

Making your final push for the win in *Murano* requires two things we haven't talked about yet: character cards and gondoliers.



Although buildings give you victory points during the game, you'll probably spend them powering your glass factories. The game-winning victory points come from character cards which score at the game's end.

Each character card describes a unique condition and the number of victory points you get if one of the islands fulfills it. The condition might relate to the mix of buildings on the island, who owns certain buildings, or even the number of customers shown on the street tiles. Because you keep your character cards face-down in front of you, nobody knows exactly how many victory points the other players will get at game's end.

One last twist to the character cards involve your gondoliers (represented by pawn pieces in the game). In order to score a character card on an island, you need to place one of your gondoliers there. Each island only has four gondolier spaces, one marked for each player.

The twist is that you can place your gondolier on any of the open spaces, but it costs less to use your own space. But why would you use someone else's space? Remember that each character card requires a gondolier in order to score victory points. If you want to score more than one character card on an island, you need more than one gondolier there. And the conditions on some character cards require you to have two gondoliers to get the points!

My only complaint with *Murano* concerns that solitary red gondola. Apart from a couple of brief mentions that tell you the red gondola can begin the game on any starting space and should be treated just like a black gondola, the rules leave you in the dark about it. To find out what makes the red gondola special, flip to page 11 in the "Special Building Index" at the back of the rule book and look for the Lighthouse card. To make your life easier, grab a pen and write a reminder note about the red gondola at the bottom of page three where the rules talk about ship movement.

Success in *Murano* means balancing victory points with gathering coins, making the most of available action spaces, and doing some clever planning. Even so, the game's strategy is accessible to kids in the 10 year-old age range. The constant motion of the gondolas and the mixture of character cards and buildings gives *Murano* tremendous replay value. I know it'll hit our table regularly!

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, The Dad Game (<http://dadga.me/column>).

Parfum

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HISTORIA (GEG 105)

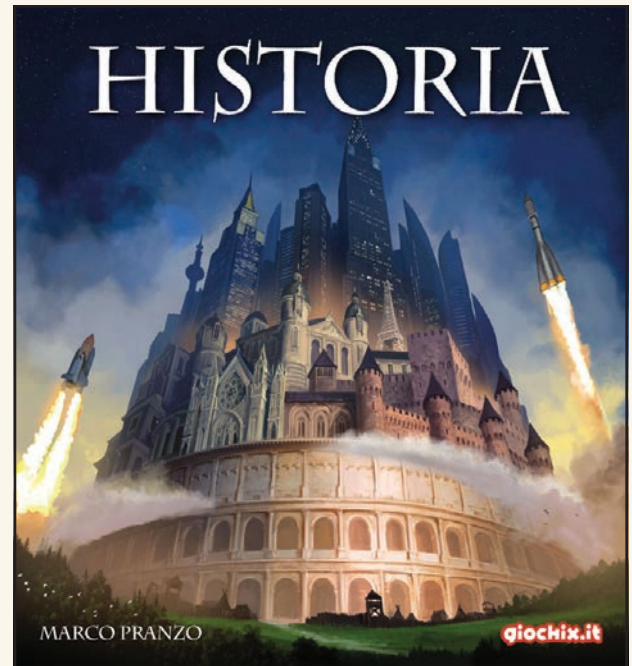
From Golden Egg Games, reviewed by Eric Steiger and Rob Herman

Those who don't learn from History are doomed...to lose at it. A civilization-building game in the same vein as *Through the Ages* or, of course, *Civilization*, *Historia* presents a very streamlined and abstracted alternative to the traditional "4X" (explore, expand, exploit, exterminate) game. Rather than focus on the minutiae of running a war or keeping track of different technology trees, *Historia* is all about the broader decisions of whether to go to war at all, invest in technology or military, or simply build monuments and attract tourists.

Players begin by randomly assigning value to the different territories of the map (roughly divided into ancient civilizations) and beginning their civilizations at one of them. You receive a leader, an advisor, and a set of eight action cards for you to use during action rounds. You also receive action cubes – two to use immediately, one in the Used pile, and one to mark your starting territory. At the beginning of an action round, each player chooses one of their eight action cards or their advisor and places it face down to use for that round (in later eras, as your technology develops, you can play multiple cards per round). Cards are revealed simultaneously, but resolve in turn order. Turn order (after a randomly determined first turn) is ascending by score; i.e., "last place first, first place last." This is important, because (for example) a war action is resolved entirely by comparing the respective military levels of the combatants. If a player starts a war with someone they assume to be weaker, but whose card resolves before theirs, then their "victim" may have a stronger military by the time it comes to fighting the war.

All action cards, once used, go into the discard until they are recovered. Some actions, such as increasing your military, increasing your technology, or building a Wonder, cost action cubes, requiring you to spend them from your supply and put them in the Used pile. Other actions, like trading, allow you to increase your technology without spending a cube, but at the cost of granting a neighbor victory points. Expanding lets you place one of your cubes in an adjacent territory to claim it. Some cards allow you to gain VP based on your Wonders, or by raiding an opponent's territory. VP may also come from advisors or leader abilities. Players continue playing cards in action rounds until a player who already has three cards in their discard pile chooses to play a Revolution, allowing them to recover one discarded card (and the Revolution itself). Once a Revolution resolves, the turn ends.

At the end of each turn, various effects take place (shown on the rondel on the board). Depending on which turn it is, players may get a free cube recovery, score the VP of the territories they control, recover some cards, or gain access to new Wonders. Players must plan their actions around both the needs of their civilization, and the upcoming end-of-turn effects. After four complete turns, an Era ends, with additional effects taking place. One of these effects is replacing your leader with a new one, giving you additional chances at gaining bonus points. The game ends at the end of the third Era, or when one player reaches the end of the technology track (achieving the Singularity).



Historia is all about the big picture – expanding may gain you territory in the short term, but that territory does you no good unless you can score it; holding onto it simply costs you cubes that could otherwise be spent building up your civilization. Declaring war on a neighbor only gains you a nominal victory bonus, at the expense of time that could be spent more productively, but sometimes it's necessary to keep them from getting

a big territory score. You don't want to build up your military level... except that if you don't, your neighbors will build up theirs and take your territory.

The game is a fascinating abstraction, and does a great job removing you from the fiddly details that often bog down a civilization-building game. On the other hand, some players may enjoy those details, and might miss having them. The components are high-quality and pleasant, although the language-independence makes for a lot of iconography that will need to be remembered. The box estimate of 60-120 minutes to play may be overly generous; our first game took well over three hours, but as you become familiar with the icons and turn order, that number should go down, with two hour games probably becoming the norm. In addition to the basic game seating 3-6, there are also rules for "civbots" allowing 2-player and solo play.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.

FROM THE CREATORS OF
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RETRO **LOONACY**

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MUTANT: YEAR ZERO RPG: CORE RULES HC (IMP MUH050020)

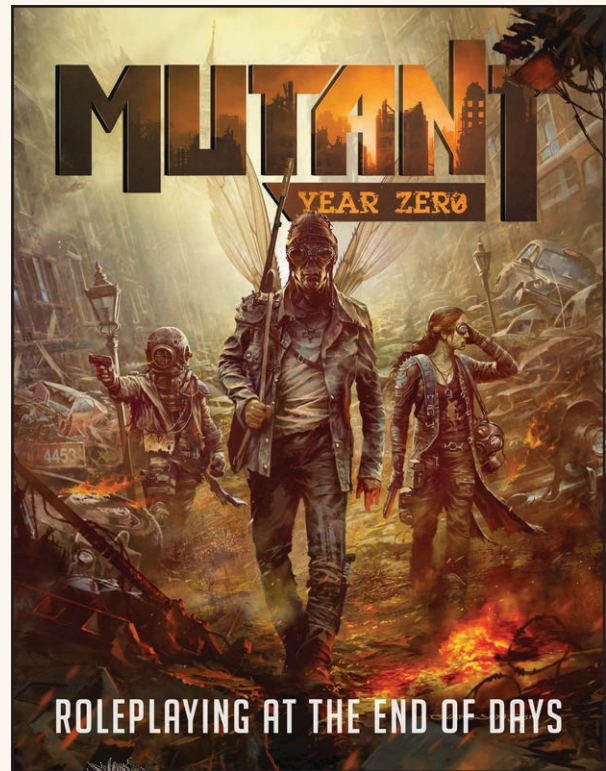
From Modiphius, reviewed by Thomas Riccardi

The old world has become a faint and distant memory. Gone are the cities teeming with life where people went to their jobs and other mundane activities. Economic crisis, war and poverty were the powder keg to one of the biggest disasters in human history. The red plague claims a billion people in its first year and tempers flare across the globe. Stockpiles of nuclear weaponry are unleashed to the four corners of the earth. And even when the earth lies still and nature takes back its cities life finds a way in this harsh new world. This is the setting of *Mutant: Year Zero* a new roleplaying system from Modiphius games.

The game revolves around you playing characters in an Ark (a small settlement sometimes located by the ruins of the old world). You have heard about a place that the ancient ones have fled to escape this nightmare of a new world. They call this place Eden and you want nothing more than to find this place, but you are running out of time. No one in the new world lives past the age of thirty, but this drawback comes with a few benefits as well. Your characters have a mutation that they can use to survive this new world. Maybe you can fly around with insect wings or eat raw meat where others cannot.

First you will select what role you want to take on in this brave new world. Will you be a Stalker who knows their way around the zone or a gearhead who knows how to fix and tinker with ancient tech. Characters are created by spreading fourteen points among four abilities. Strength (power and endurance), Agility (motor skills), Wits (alertness and sharpness of mind) and Empathy (charisma and how you interact with others). You can have a score of five in one attribute that defines your role (ex: Dog Handler uses agility so you can assign a five in that attribute). Each of these attributes can be hampered by such things as damage, fatigue, confusion and even doubt. And they also can be recovered by grub, water, sleep and sympathy. After selecting a talent, you're starting mutation and putting points into skills you are ready to go. You will also create an Ark which is your base of operations for running into the mutated wilds of this new world.

Of course when you are exploring environments in the zone you are liable to run into creatures, psychopaths or just someone that wants to ruin your day. Combat is broken into turns and initiative determined by rolling a D6 and adding it to your agility score. Each mutant has twelve basic skills based on their attributes such as fight (strength) and shoot (agility). You can put points into these skills as well as your specialist's skill to add to your rolls. For example if you have a three in strength and two in fight you can roll three dice for



your attribute and two for your fight skill. You are looking to roll sixes which are successes and avoid ones which are failures for everything in the game. You can also push your roll if you did not roll a one or a six, but there is a risk to this as you can suffer trauma.

The game sports a beautifully painted cover done by Ola Larsson and the layout of the book is also exceptional. This hardbound book also sports some impressive interior art and it is also easily laid out and the information that you are looking for is easy to find.

An index would have been helpful as there is a basic listing in the beginning of the book broken down into chapters. However, you will need to skim through each of these to find the exact bit of info that you are looking for.

Mutant: Year Zero sports a rich and detailed world with an easy to play system and diverse characters that you can play. If you are a fan of post-apocalyptic RPG's then you need to check this one out. For more information head over to www.modiphius.com and get ready to explore the zone.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

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STUFF AND NONSENSE (PSI CAG220)

From Cheapass Games, reviewed by Rebecca Kaufeld

Professor Elemental has been wowing members of the London Adventurer's Club for ages. His poetic deeds have been sung from the rooftops for weeks, and the Club's shelves are stocked with photographs, artifacts, and other evidence from his adventurous tales. The whole town is talking about his latest trip to the South Pole and that catastrophic iceberg meltdown that he just barely escaped.

And you are so sick of it. You know he never left the safety of his armchair, but the whole city believes him to be some great hero.

Isn't it time you did something about that?

Welcome to *Stuff and Nonsense*, a game about tall tales and getting away with it. Without ever setting foot outside of London, you and every other player collect evidence for the outlandish everyday occurrences in a hero's life: chased by a bear? Not a problem. Melting icecaps? Child's play. Lost your crew in a dastardly game of chance? Thank goodness for your incredible luck; it's the only reason you're standing here today.

However, making a believable story takes work. Luckily, you know the best places in town to collect ingredients for your tall tales; six perfect locations lie in wait to satisfy the disbelief of any listener. Collect conversations (or anecdotes) at the cafe, peruse photographs at the gift shop, adore artifacts at the antique shop, hail heroes at the pub, select specimens at the junk shop, and find facts hidden deep in the news stand. Gather a gossipy tidbit you won't need? Stop by the market and swap it for a new one! When all your bits and pieces are assembled, take a stroll down to the adventurer's club - they're all waiting, you know!

Players begin by moving to adjacent shops to collect items to add to their stories: specimens to show, photographs for proof, and anecdotes to fill in the slow bits. However,



numbers: the current location bonus, and the sum of points on your cards. Each location starts at average score and increases or decreases depending on the mood of your listeners. For example, if one player tells a riveting tale about Africa, nobody wants to hear a second tale. They'd much rather hear a story about somewhere else! So the bonus for Africa plummets and another location (randomly chosen by a die roll) gains a bonus. These bonuses will fluctuate during the game, making it difficult to pin exactly when your story should be told to the best advantage!

Luckily, that isn't the only way to gain points. Each story item has a point value for the locations it can be used at. Some items are stronger in particular areas; for example, the idea that Birds Are Different is fairly well-known throughout Africa (one point), China (one point), and the Amazon (two points). However, the

Irritating Rash, while rarely found in the South Pole (one point) is fairly prominent in the Amazon (three points)!

However, potential story-tellers shouldn't get too wrapped up in wandering around town to discover themselves - they may also receive a visit from Professor Elemental, who is not very happy. He'd really like you to leave his imaginary adventures alone (without profiting from them), and has a punishment in store for those foolish enough to cross his path: discard one of your story items, or take a negative point for every card in your hand. Since there isn't a card limit, discarding might usually prove the best alternative in that situation!

Stuff and Nonsense is a delightful game for 2-6 players, and entertains storytellers ages 12 and up. By scouring London for the greatest tales, nabbing ideas in dark corners and swapping tidbits for trinkets, you, too, could be the greatest adventurer of all!

And you didn't even have to leave town.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



the challenge is finding which story the item will make sense in. For example, Plum Duck Sauce is only believable for Africa or China. The Poison Dart Gun is useless in the South Pole, but fairly useful in Africa and the Amazon. And apparently Angels Love Cheese in Mount Everest, the South Pole, and the Amazon, but not in Africa or China.

I never would have guessed.

Each location (Africa, Mount Everest, China, the South Pole, and the Amazon) has a particular difficulty that players must overcome in order to enchant their listeners at the Adventurer's Club. For example, not much is known about Africa, so only two cards are necessary to tell a good tale. Mount Everest isn't as interesting, so it takes three cards to trump truth-tellers for this location. The difficulty level continues until the Amazon, which (being the most challenging area to have an adventure) requires one of each item in order to score a particularly sensational story. While it does take more time, the payoff is worth it!

Scoring works fairly simply, and involves combining two main

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 Game Design by Todd and Kerry Breitenstein



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CB heats up this summer with the release of its first Army Pack!

Infinity's US Ariadna Army Pack is a totally new product in the Infinity catalogue released by GenCon and available this July. A box containing 9 miniatures belonging to US Ariadna, the new Sectorial Army of Ariadna, an introductory rulebook, scenery, dice, US Ariadna has everything you need to start collecting Infinity or complete your collection!

In addition, the US Ariadna Army Pack introduces the eagerly awaited **US Ariadna Sectorial Army List**, a new army officially playable in the ITS, the Infinity Tournament System. Players will find a sneak peek of future releases for this new Ariadna Sectorial Army.

The full-color 64 page booklet (English/Spanish) contains the Quick Start Rules that make the Infinity core mechanics easy to understand. This booklet also provides three never-seen new missions ready to play.

In this book players will also find the background and troop profiles of each troop in the Army Pack, three of which are totally new! There are also some brief pieces of background about US Ariadna, the map of this region of Dawn planet, a brief guide to the Infinity universe and advice on how to delve deeper into it.

US Ariadna Army Pack contains the **totally new US Ariadna Starter Pack** and the new **Devil Dogs Team**. It also includes **one exclusive miniature**, only available in this Army Pack, for a total amount of 9 highly detailed **metal** miniatures!

The US Ariadna Starter Pack contains the following figures: 3 US Ariadna Grunts with Rifle, the line infantry of this army; 1 Minuteman armed with Rifle and 2 Light Flamethrowers, a fast Heavy Infantry, ready to be the spearhead of your force; 1 Marauder (New troop profile!) an assault Medium Infantry armed with a Rifle and a Heavy Flamethrower; and 1 Foxtrot Ranger with Rifle, a camouflaged infiltrator.

The Devil Dog Team contains 1 Devil Dog, a Dog-Warrior-like troop belonging to the US Ariadna Marine

Corps, and also a K-9 Antipode, a fearsome alien Synchronized to the Devil Dog, so they both can act together! This is a totally new unit for Ariadna, but specially for the US Ariadna Sectorial Army!

Plus, in this Army Pack you will also find **1 Maverick** (New troop profile!) a female Medium Infantry with a Boarding Shotgun mounted on a motorcycle, the US Ariadna Army Pack Exclusive Figure!

But that is not all, because all those customers who take the US Ariadna Army Pack at GenCon or at the July Pre-order, they will get for free the dismounted version of the Maverick, the **Pre-order Exclusive Figure!**

To complete the game experience, the Army Pack includes the **Navajo Outpost Scenery Pack** containing a ready-to-play cardboard scenery set (four buildings and six containers), and a Game Mat. Also, the Army Pack brings three Ariadna twenty-sided dice, as well as cardboard markers, templates and a ruler – everything you need to start playing!



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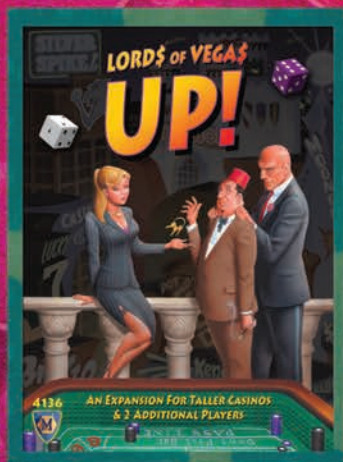
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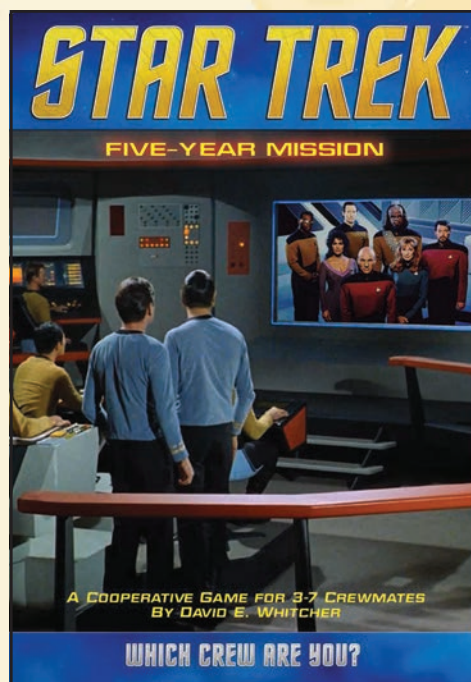
STAR TREK: FIVE YEAR MISSION

MFG 4139 \$35.00 | Available August 2015!

"Welcome aboard, Captain."

Since its debut on September 8, 1966 Star Trek has fired the imagination of generations, sparking dreams of boldly going where no one has gone before, exploring strange new worlds and seeking out new life and new civilizations. After departing the airwaves in 1969, the series returned to television on September 28, 1987 with the debut of *Star Trek: The Next Generation*.

Now players take their place on the bridge of the Enterprise, with up to seven crewmates and see if they have the mettle to survive a five year mission of their own with *Star Trek: Five Year Mission*, coming this August from Mayfair Games.



This brilliant cooperative dice game, allows players to take command of not one but two storied starships: the U.S.S. Enterprise 1701 from *Star Trek*, or the U.S.S. Enterprise 1701-D from *Star Trek: The Next Generation*. Players will have fourteen valiant crewmembers to choose from (seven from each ship) and each character has a unique ability to aid their shipmates. Regardless of which ship and crew they choose, players will brave the uncharted dangers of the final frontier facing blue, yellow and red alerts drawn from three separate decks. Some alerts are universal, while many of the yellow and red alerts are specific to the original or next generation crews.

Players will have to survive injuries to their crewmates, damage to their vessel and a variety of other hazards to triumph in their trek and return from their five year mission. So set your phasers to stun, arm your photon torpedoes and trek into the unknown reaches of the galaxy with *Star Trek: Five Year Mission*!

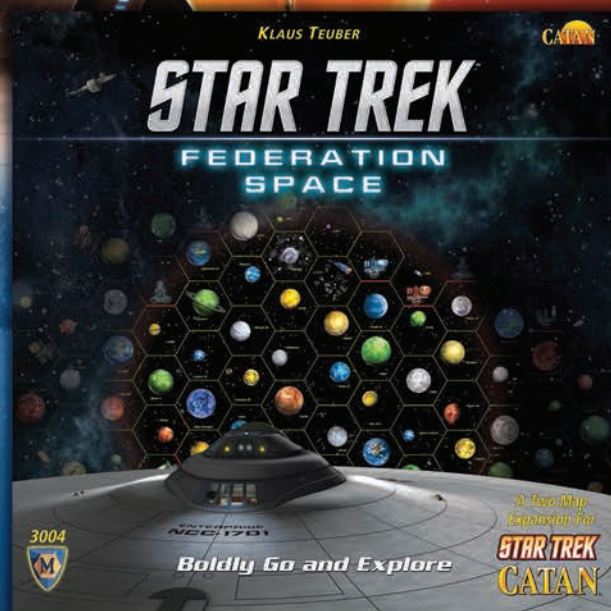
ABOUT STAR TREK: FIVE YEAR MISSION

Star Trek: Five Year Mission is a cooperative dice game for three to seven players, ages 10 and up. Games take approximately 45 minutes to play. *Star Trek: Five Year Mission* was designed by Dave Whitcher and published in the United States by Mayfair Games. "Star Trek" and related marks and logos are registered marks CBS Studios Inc. All rights reserved.

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SUPERSTAR SHOWDOWN

WWE SUPERSTAR SHOWDOWN

GF9 WWE001 \$49.99 | Available 3rd Quarter, 2015

Take control of some of your favorite WWE Superstars and enter the ring with *WWE Superstar Showdown*, a board game of high-flying action, cunning in-ring strategies and spectacular finishes from Gale Force Nine!

In each match of *WWE Superstar Showdown*, players face-off against one another as a WWE Superstar: the Cenation Commander John Cena, the Apex Predator Randy Orton, the Submission Specialist Daniel Bryan, the World's Largest Athlete Big Show, the Powerhouse Roman Reigns, or the indomitable Big E. Players can compete in a one-off match for a quick game or set up a series of different matches, tracking their victories and defeats while improving their Superstars between matches.

Two players can play against each other to determine a winner, or a group of players can create two competing teams of Superstars. With half-a-dozen WWE Superstars in the game, up to six people can play!

IN-RING ACTION

WWE Superstar Showdown is driven by the Superstar Decks; every Superstar has their own deck of cards which contains all of their moves and actions. Their deck of cards also represents the Superstar's stamina. As they lose cards in a match; they become more vulnerable to pinfalls and lose key moves which could overpower their rivals.

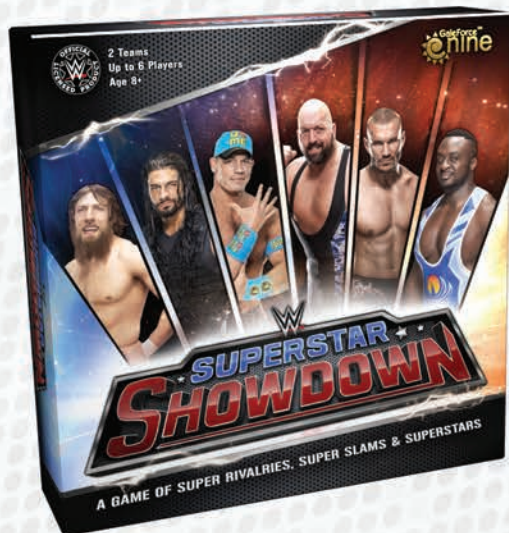
At the beginning of a round, each player draws a hand of six cards from their Superstar Deck. Players then choose three of those cards and place them face-down on the "1, 2, and 3" positions on the game board. Each card represents a different in-ring action identified by five different card types, Maneuver, Grapple, Strike, Slam and Block. Each type of card trumps another, a Maneuver beats a Grapple, a Grapple beats a Strike, a Strike will beat a Maneuver, while a Slam will always win and a Block will always lose.

Both players reveal their first cards and compare the two, the loser's card is moved to a discard pile to be reshuffled into the Superstar deck later, while the winner's Superstar miniature may perform Actions corresponding to Icons on the winning card. Once the player is done performing the Actions on the winning card, the next pair of cards are compared. After all three cards have been compared; the player with the most winning cards may make a pin attempt, so long as their Superstar miniature is in the proper position in the ring. The pinned opponent must Kick Out of the pin or lose the match. A player can Kick Out of a Pin by removing a card with a Kick Out Icon from their Superstar Deck for the remainder of the game. If a player

doesn't have such a card in their hand, or doesn't want to sacrifice a valuable move, they have a 'three-count', three chances to blind draw a card from the top of their Superstar deck, to reveal a card with a Kick Out icon.

SIGNATURE MOVES

Using the Actions on the winning cards, players move their Superstar miniatures in the ring and attempt to Attack their rival, forcing them to remove cards from their Superstar Deck. Some Actions allow Superstars to move in the Ring putting their Superstar miniature in position to deal a damaging attack or make a Pin Attempt; players





can take advantage of the ring itself and gain extra movement by bouncing off the ropes,. Some Actions deal a set amount of damage to an opponent while others have variable damage based upon their movement or other Actions. Players also have a limited number of Block cards they can play, which stop incoming damage – Blocks may be used two ways, played facedown in the “1, 2, or 3” positions to prevent damage from the winning card or they may be removed from a player’s hand to prevent the loss of other cards from their Deck. Blocks played to the game board will be reshuffled into the Superstar deck, while Blocks Given Up from a player’s hand are removed for the rest of the game.

Players become masters of the ring as they learn to chain Actions delivering devastating attacks while anticipating and countering which cards their rival’s will place on the board. Keeping track of which cards your rival loses from their Superstar deck during play is sound strategy!



Each Superstar in the game is distinct. Each Superstar deck contains an equal number of cards initially, but the number of card types varies for each Superstar focusing on their signature styles; Big Show has more devastating Strikes in his deck while Daniel Bryan has more nimble Maneuvers. With six Superstars in *WWE Superstar Showdown* and more in later expansions, mastering the style of each Superstar will be a fun challenge for players.

THE MAIN EVENT

WWE Superstar Showdown has rules for four different types of matches, from head-to-head confrontations to dynamic tag team action with multiple Superstars. Stipulation cards add different rules conditions to a Match, such as changing a simple contest into a grueling Hardcore Match. With these Match and Stipulation Cards, along with bonus cards that players may earn and add to their Superstar decks, players can create an entire WWE event, tracking the rise of their Superstars until a champion is crowned! Lace up your boots and ring the bell; *WWE Superstar Showdown* is hitting your tabletop this summer!



DETROIT • CLEVELANDTM

GRAND PRIX

Strategy and Variant

by Robert T. Carty, Sr. & S. Coleman Charlton

- copyright 2006, published by Mayfair Games, Inc.



It's race day! Three races are scheduled at the Detroit and Cleveland race tracks. As an investor, you bid for a stake in at least one racecar at the start of each race. Then you watch as the cars speed around the track, moved along by the cards you and your opponents play. If you are clever and resourceful, your racecar will emerge victorious and you will enjoy a big payday—while your opponents eat your dust!

Summary

Basically, Detroit • Cleveland Grand Prix is an auction game combined with a racing game. You start with \$200,000 and can make more money in each of three separate races. If you have the most money at the end of the three races, you win!

At the start of each race, you use your money to bid for a stake in one or more of the cars competing in that race. In a given race, only one player can have a stake in each car.

Each car you have a stake in earns prize money for you when it finishes a race: \$200,000 for 1st, \$150,000 for 2nd, down to a mere \$10,000 for 6th. So, for example, if you spend \$50,000 for a stake in car and it wins the race, you make a profit of \$150,000.

The following process is followed for each individual race:

- Choose a race track: Detroit or Cleveland.
- Deal out the cards that move the cars during the race.
- Bid on the racecars until each has an investor.
- Take turns playing the cards that move the cars around the track from the starting line to the finish line.
- Pay out the prize money when the race ends—when all of the cars have finished the race or all of the cards have been played. information available to you will change during the course of the game.

The Cards

There are six cars in each race: red, orange, black, yellow, blue, and green. A typical card has pictures of one or more of the six racecars and a number corresponding to each car on the card. When such a card is played, each car on the card is moved forward the corresponding number of spaces shown on the card. So, one card usually makes multiple cars move. For example, if the card shown is played, the red car moves forward 6 spaces, the blue car is moved forward 4 spaces, and the green car is moved forward 2 spaces.

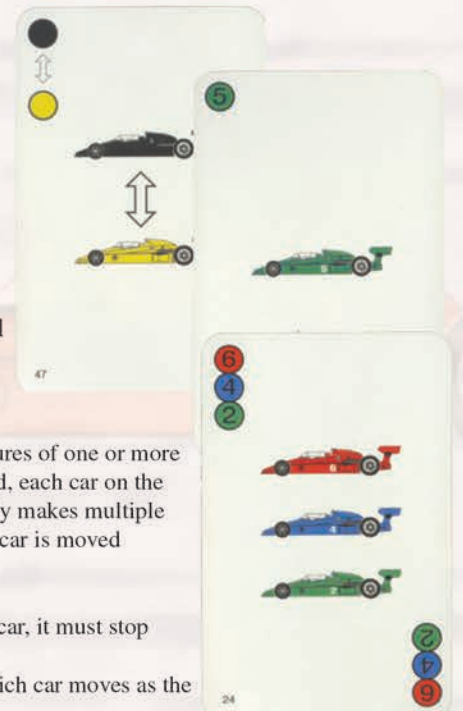
However, there are several exceptions to this process:

- A car may not move through another car. So, when there is no unoccupied space in front of a car, it must stop moving.
- A card may have a picture and number for a white car. If you play such a card, you decide which car moves as the white car.
- Some cards are “switch cards”—showing two different cars, but no numbers. When such a card is played, those two colors are exchanged on all cards played for a full round.

Basic Strategies

There are a few basic strategies that you should keep in mind:

- **Bidding** — Take a look at your cards and note which colors you have the most and biggest numbers for. You will have more control over the fate of those cars and those are the cars you should bid for. If you do not have a concentration of cards that help one of more colors, you probably should bid low for the current race.
- **Pick the Right Card** — As a rule of thumb, each turn play the card that will advance your car the furthest. But remember that most cards move multiple cars, so be careful to make sure that moving an opponent's car does not block your own car.
- **Choke Points & Blocking** — Each track has a number of “choke points” where only one car can pass at a time, and a car must stop when it is blocked. So, when you can, move your car into choke points and inside lanes. This will slow your opponents, or it will force them to play cards with your color in order to get your car out of the way.
- **Sprint Cards** — A “sprint card” only has one car on it. There are two for each car: one moves the car 5 and the other moves it 10. You automatically get the 10-sprint card for your car, but the 5's are randomly dealt out. So, if you get someone else's 5-sprint card, try to use it when that car is blocked. This principle can also be applied to any card with a high movement number for an opponent's car.
- **Detroit Starts** — If you are the first player to move a car on the Detroit track, play your 10-sprint card. This usually makes sure that you control the first choke point on the second round of card play.





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- **Cleveland Starts** — If you are the first player to move a car on the Cleveland track, play your 5-sprint card if you have it. This places your car on the inside lane on the first curve, forcing everyone who wants to pass you to expend an extra two movement points to take the outside lanes.
- **Switch Cards** — If you can get a stake in both cars on a switch card in your hand, do it! That will get you the 10-sprint cards for both cars. When the time is ripe, use the 10-sprint card for one of the cars, on your next turn play the switch card, and on your next turn play the other 10-sprint card on the same car! Your other car may finish last, but your chances of winning with a car that uses two 10-sprint cards are very, very good.



An “Event” Variant

In all “real world” sporting events there are random unpredictable occurrences—e.g., weather, road conditions, mishaps, etc. In a board game like Detroit • Cleveland Grand Prix, you could add extra “event cards” to simulate such occurrences. To maintain the desired randomness of events, such cards would not be under player control.

This section presents some optional rules that can add some event cards to your Detroit • Cleveland Grand Prix games without adding any additional components. This variant introduces an unpredictable factor into the game without creating a “cut-throat” environment.

The basic optional rules for this variant are:

- When the cards are dealt to the players, deal an additional “event-hand” that is stacked next to the board. The event-hand is always last in the dealing cycle.
- Each round, after each player has played a card, play and resolve the top card from the event-hand.
- When the card played from the event-hand has a white-car, apply the white car movement to the eligible car that is furthest back in the field. If there are 2 or more eligible cars tied for furthest back, apply the white car movement to the car in the land furthest to the outside.
- Unless specifically noted in this material, all normal rules should be in effect.

A “No-Bid” Variant

Want a quick, purely tactical race? Is the bidding process too much for your kids? Then try this no-bid variant. It is suggested that you use this with the Event Variant outlined above, but you don’t have to.

If you have 2, 3, or 6 players:

- Each player picks a car—starting with the youngest, then moving on to the next youngest, and so on. This process is repeated until all cars are picked.
- In addition to the “10-sprint” card, each “5-sprint” card is given to the player controlling the corresponding car.

If you have 4 or 5 players:

- Each player picks one car—starting with the youngest, then moving on to the next youngest, and so on.
- There will be one or two cars left over. These “unclaimed” cars are considered to belong to a “dummy player.” Unclaimed cars move whenever specified on a played card, but only players will have hands of cards.

- In addition to the “10-sprint” card, each “5-sprint” card is given to the player controlling the corresponding car. The 10-sprint and 5-sprint cards for the unclaimed car(s) are added to the rest of the cards to be dealt out.

- Place any unclaimed car(s) in the last positions (i.e., #6 or #5 & #6). Spread out the remaining cards identifying the other cars face down. Flip over a card—that car gets starting position #1. Repeat to determine the rest of the positions.
- If you are using the Event Variant, deal an event-hand (see above). Otherwise, just deal out one hand to each player as outlined in the normal rules.

Unless specifically noted in this material, all normal rules should be in effect.



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COLORS: MOHAN

ART: IAN NAVARRO

SCRIPT: PAUL ALLOR



FINE! FINE! I ASSUME YOU AND YOUR CREW ARE TRYING TO FIND THE PURPLE LOTUS. ANYTHING I CAN DO TO GET YOU OUT OF HERE, AND ON YOUR WAY!

PURPLE LOTUS?

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HE DOESN'T KNOW! DON'T TELL HIM ANYTHING, YOU STUPID OLD FOOL!

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**JULY
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